MILTON C. WORK'S AUCTION BRIDGE COMPLETE

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AUCTION BRIDGE COMPLETE

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By Milton C. Work

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AUCTION BRIDGE COMPLETE

BY

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"AUCTION METHODS UP-TO-DATE," "AUCTION DEVELOPMENTS," "AUCTION DECLARATIONS," "AUCTION BRIDGE OF 1924," ETC., ETC.

—INCLUDING—

The New Official Laws of Auction Bridge

AND

The Laws of Duplicate Bridge

THE JOHN C. WINSTON COMPANY

CHICAGO PHILADELPHIA TORONTO

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INTRODUCTION

The Auction Bridge world is entering upon a new era—the era of stability. During the formative period, deficiencies have been supplied, undesirable features eliminated, and every innovation has received the test of experiment and experience. The outward and visible sign of the beginning of the new era is the 1926 code of Auction Bridge Laws. Experienced observers predict that this code will remain the standard for years, and expert opinion is united as never before on the important conventions of bidding and play.

In AUCTION BRIDGE COMPLETE the reader will find all the essentials of a standard text book intended for all classes of players, viz:

1. A re-statement of fundamental principles, set forth in so simplified a manner that they should answer all the demands of the thousands of Bridge neophytes, as well as of those other thousands who have played for years but who only recently have come to realize that more pleasure and greater success can be obtained from playing with approved methods than in any other way.

2. A detailed and understandable explanation of all the new and important alterations in conventions of bidding and play, and a full explanation of the new laws.

3. Special departments containing suggestions which are believed to be of importance to duplicate players, progressive players and super-experts.

The courtesy of *The Whist Club (New York)* in permitting the publication herein of the full text of the Laws of Auction Bridge (effective April 5, 1926), and the similar courtesy of The Knickerbocker Whist Club of New York in permitting the publication of the full text of its Laws of Duplicate Auction Bridge, are gratefully acknowledged.

The author also desires to take this opportunity of expressing his appreciation of the valuable assistance he has received from Mr. E. V. Shepard, who furnished the data which support the mathematical statements contained in this book; and also to Messrs. Ralph J. Leibenderfer, Sidney S. Lenz, E. E. Denison and Wilbur C. Whitehead for their valued collaboration with the author in the consideration of new ideas.

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PART ONE

THE BIDDING

I

THE GAME OF AUCTION BRIDGE

Much of the success of Auction Bridge, the youngest and most popular member of the Whist family, is due to two important particulars in which it differs from the parent game, Whist. First; the trump is not determined by turning the last card dealt, but the right to select it is accorded to the player who makes the highest bid for that privilege: Second; the offensive of the game is managed solely by one player, his partner's cards being spread face up on the table and left to the active player to manage. This active and aggressive player is called the Declarer, his partner is the Dummy, and his two opponents are called the Adversaries.

The Declarer, who has acquired his position by virtue of having contracted to win a certain number of "odd tricks," endeavors to make good his undertaking and, if necessary, to go beyond it so as to score enough points for game. The Adversaries can score nothing toward game but, if they can win enough tricks to defeat Declarer's contract, they score points for so doing—the greater the defeat, the more penalty points are secured by the Adversaries.

Each hand or deal is really divided into two parts.

First comes the "auction" during which each side endeavors to secure the contract by outbidding the other; each player at the same time trying to depict the character of his hand for the enlightenment of his partner. This enlightenment is accomplished by a highly conventionalized system of bidding and doubling; during the auction skilled declarers have continually the following objects in view. (*a*) To secure the contract if they have the strength to obtain it; (*b*) in case two or more possible contracts are open to them, to select the one which will be the most productive; (*c*) in case they have not sufficient strength to obtain the contract, to force the opponents to so high a bid that they will not be able to carry out the obligation they have assumed.

The second part of the game, viz.: the play, begins when the Adversary on the left of the player who is to act as Declarer, leads to the first trick, and Declarer's partner faces his cards and becomes "Dummy." After that, the game is merely a struggle between Declarer and Adversaries to win tricks. If the bidding has been scientifically conducted, Declarer, when he sees the Dummy cards will probably have the satisfaction of observing that the contract he is about to undertake is precisely the one he and his partner would have chosen if they each had seen the other's cards. The Adversaries, if we make the same assumption as to the high class of their bidding, will frequently have gained valuable information concerning each other's hands; for them even a pass should carry a message.

The partnership features of Auction Bridge cannot be too strongly emphasized, and those who conceive the game to be—even in its bidding department—a contest in which each individual is pitted against the other three, will never become experts. The Declarer, after he has become such and when he is playing the hand, works without assistance; but even he is carrying out a partnership project which was developed during the bidding; and the bidding, as between partners, should always be co-operative and never competitive. The defensive play of the Adversaries is co-operative in the highest degree if they play real Bridge; and in the selection of a card to be led or played, each is constantly guided by partner's previous bids, passes and doubles as well as by his current leads and discards.

To play Bridge it is necessary to know the laws; although it would be well for a beginner to confine his attention, at first, to those which cover the preliminary drawing, the deal, the auction, trick values, honors, scoring, etc. The somewhat intricate laws covering penalties may be left until later; but it would be well if all Bridge players would keep before their minds' eyes the ideal game in which no one speaks or plays out of turn, makes an insufficient bid, or fails to follow suit when able to do so. In such a game, knowledge of penalty laws would be superfluous as there would be no occasion to apply them.

So far, no mention has been made of the fact that in bidding for the contract the bidder may say "no

trump" instead of naming a suit. When there is a No Trump contract, all suits rank alike and the variations in play which arise from "trumping" (frequently called "ruffing") are absent. No Trump ranks first in bidding value, so that "one No Trump" outbids "one Spade," just as the Spade outbids the Heart, the Heart the Diamond, and the Diamond the Club. Any bid of two outranks any bid of one; three outranks two or one, etc. When a player bids "one," he offers to assume a contract to win seven tricks, that is, one "odd trick" over his "book" of six (Declarer's "book" means the first six tricks won by him); contracts of "two" and "three" would mean totals of eight and nine tricks respectively, and so forth. In making a bid, a player names a suit or No Trump; and if no higher bid is made, the suit named is the trump, or there is no trump, as the case may be.

In most deals, at least one of the four players has a hand of sufficient strength to justify a bid; and when one bid has been made, that deal must be played. In some deals all four players pass their first opportunity to bid, in which case that deal is "passed out" (that is, it is not played); there is then a new deal by the player to the left.

In the deals which are played, the player who plays the two hands is called the Declarer, he is usually the player who makes the highest bid; if not, he is the partner of that player.

The laws of Auction Bridge provide that the side making the highest bid gets the contract and that

the player of that side who first named the suit (or No Trump) that becomes the contract shall be the Declarer. As this provision sometimes causes a little confusion, a few illustrative examples are given. The player marked (*) becomes Declarer.

	Dealer	Second Hand	Third Hand	Fourth Hand
(1)	1 Ht*	Pass	2 Ht	Pass
	Pass	Pass		
(2)	1 Sp *	Pass	Pass	2 Dia
	2 Ht	Pass	2 Sp	3 Dia
	Pass	Pass	3 Sp	Pass
	Pass	Pass		
(3)	1 No Tr.	2 No Tr.*	3 Sp	3 No Tr.
	Pass	Pass	Pass	

In Example 1, third hand has made the bid which secures the contract; but dealer becomes Declarer because he is the player who first named Hearts. Example 2 shows a situation in which some players imagine that third hand should be Declarer because dealer "abandoned" his suit. There never was any such rule. Dealer was the first to bid Spades, he consequently is Declarer. Example 3, which also causes occasional confusion, is something different. Dealer has first named No Trump but the opponents have taken the contract for their side with the same declaration and second hand becomes Declarer because, *for his side,* he is the player who first named No Trumps.

An intelligent reading of the laws requires a complete understanding of the technical sense in which certain terms are used, and the reader, unless thoroughly familiar with their definitions, should look up the following terms. (See glossary at end of book.) *Adversary* as distinguished from *opponent. Trick-Score* as distinguished from *Honor-Score. Refuse, Renounce* and *Revoke;* three terms frequently confused. Also: *Auction, Bid, Deal, Declaration, Declare, Declarer, Double, Hand,* and *Play.*

In a small percentage of deals both dealer and second hand pass and third hand makes the first bid; in a smaller percentage, after three passes, fourth hand opens the bidding; but, in the vast majority of the deals that are not passed out, the first bid is made either by dealer, or by second hand after dealer has passed.[1]

Bidding is grouped under two heads: Original Bids and Later Bids. An Original Bid made by dealer, or by the player on dealer's left, is usually called an Initial Bid; this is merely to distinguish the first bid of the deal when made by dealer or second hand, from the first bid of the deal when made by third or fourth hand. The reason which makes it advisable to distinguish an original bid

[1] It should be borne in mind that the terms second hand, third hand and fourth hand do not always apply to the same player. During the bidding, second hand is the player on dealer's left and third hand is dealer's partner. During the first trick of the play, second hand is the player on the left of the leader; in that case being the Dummy: during the subsequent play, second, third and fourth hand mean the players who respectively play second, third and last to the current trick. With these distinctions in mind, the context should make the meanings plain in every case.

made by either of the first two players, from an original bid made by either of the others, will become apparent later; now all that need be realized is that when a bid is called initial it is original and has been made by a player whose partner has not previously passed. Later Bids are subdivided into Following Bids, Secondary Bids, Forced Bids and Subsequent Bids.

II

THE ORIGINAL BID

An original bid is the first bid made in any deal; consequently there can be but one of them in any deal. It must be made on the first round of bidding; by dealer, by second hand after dealer's pass, by third hand after two passes, or by fourth hand after three passes. Original Bids by dealer and by second hand are made under substantially similar conditions and for that reason they are grouped together and called Initial Bids. Original Bids by third and fourth hand differ in several essential particulars from Initial Bids, and from each other, and must therefore be treated separately.

DEALER, AND SECOND HAND AFTER A PASS, REQUIRE THE SAME STRENGTH TO JUSTIFY A BID

A dealer, when he makes his first bid, has no information concerning his partner's hand, but he has the right to assume that it contains one-third of the high cards not in his own hand.

The second hand who bids after dealer's pass is in practically the same position as the dealer, the only difference being that his right-hand adversary has passed the opportunity to make an initial bid. There are players who allow this to influence their

declaration and who, second hand after dealer's pass, bid No Trump with somewhat less strength than as dealer. They argue that, as dealer has shown less than average strength, fourth hand is apt to have more than one-third of the remaining high cards. This is doubtless true, but it is too slight an advantage to depend upon. The requirements for dealer's initial bid are now so moderate that it would be dangerous for a second hand, even after dealer's pass, to bid on anything weaker. Furthermore, when a player allows it to become known that, as second hand after a pass, he bids rashly, he invites dealers with strong hands to set traps for him by passing.

These two situations (*i. e.*, dealer, and second hand after dealer's pass) are, therefore, treated as being identical, the only exception being that *the expert with an expert partner* may *at times* risk a doubtful declaration in the latter case that he would not in the former.

In making an original bid, third or fourth hand (as will be seen in later chapters) may be influenced by considerations which do not enter into the calculations of dealer or second hand. Still wider are the distinctions between original bids as a whole, and later bids.

III

INITIAL BIDS

An initial bid—the original bid of dealer or second hand—is the only one which never is influenced by outside considerations. The bidder subjects his hand to a sort of qualitative analysis; and, by the application of a series of rigidly conventionalized tests, arrives at the proper initial declaration. As the initial bidder takes nothing into consideration except his own thirteen cards, the character of his hand is clearly indicated, and a guaranty given that its strength does not fall below a certain minimum. The player who has the opportunity to make an initial bid, when determining whether to bid or pass, is not influenced by the score; nor by such considerations as the knowledge that his partner has passed, ability to ruff an adverse suit, or probability that the opponents can be "pushed" into a losing contract.

Two duties devolve upon him and they involve two concomitant errors both of which should be avoided. When he holds the requirements (even the minimum), he should bid; when his hand falls short of the minimum (even when the shortage is very slight), he should pass. Innumerable bids and doubles which were amply justified by the

previous bidding, have cost hundreds of points because the initial bidder did not hold the cards that his opening bid guaranteed; and innumerable games and rubbers have been tossed away because initial bidders have timidly refrained from announcing their strength.

A sound initial bid materially aids the partner and may place difficulties in the path of the adversaries; but an attempt to secure these advantages without the strength to justify it, is merely a bluff destined to quick exposure. Every real Bridge player must be familiar with the conventional minimum requisites which expert experience has determined will produce best results in the long run. On the other hand, passing with a sound initial bid may result in the "passing out" of a deal which would have resulted in a game or a substantial score had the initial bid been made. Game (from a "love" score, 30 points or more) is the goal at which the bidding is aimed. All the bidding rules laid down in this chapter (and in all places where the score is not mentioned) are based on a score of love-all. Bidding from an advanced score is referred to in Chapter XIII.

As between overbidding initially, and passing with a hand which justifies an initial bid, the timid pass is less dangerous because it is possible that later on it can be shown that the pass did not portray the full strength of the hand. But an initial bid once made cannot thereafter be negatived or explained; if it announce tricks that the hand does

not contain, it has given the partner a false impression which can not be eradicated until after the damage has been done. It is wise, therefore, to pass if in doubt whether the hand warrants an initial bid; but in these days, with the exact requirements for an initial bid generally recognized, no such doubt should exist in the mind of a skillful Bridge player. To bid initially without the strength that the bid guarantees, or to pass when holding the strength that justifies a bid, is inexcusable and is very apt to be expensive. Even when the error does not directly produce an immediate loss in points or tricks, it still may be damaging because it may sacrifice an asset of great value, viz.: the confidence of the partner. In the three succeeding chapters the requirements for an initial bid are stated as accurately, clearly, and simply as the ramifications of the subject permit.

IV

INITIAL SUIT-BIDS OF ONE

In the early days of Auction, the generally accepted requirement for any original suit-bid of one was: Five cards or more headed by Ace-King[1] or Ace-Queen-Jack,[1] and an Ace or King-Queen[1] on the side. Modern methods permit bidding with much lighter material, particularly when the bid is initial (*i. e.*, an original bid by dealer or second hand). Five-card suits headed by Ace-King or Ace-Queen-Jack without side support; 4-card suits, if sufficiently powerful; 5-card Queen-high and, in some situations, even Jack-high suits; are now classed among the holdings which warrant an initial bid of one of a suit.

In general it may be said that an initial suit-bid of *one* serves a double purpose: it tells the partner—

(*a*) That, if the bid stand, the bidder's hand will contain at least four trumps and two high cards with which it may be expected that tricks will be captured quickly and, furthermore, that the trump suit will have at its head either the Ace (which may be one of the two high cards) or two honors;

[1] The insertion of a hyphen between two cards shows that they are of the same suit.

(*b*) That in any event the bidder's hand will furnish at least two high cards which may be expected quickly to win tricks.

An Ace is obviously a quick winner and so is the combination of King and Queen of the same suit, so either of these two holdings qualifies as a "quick trick"; an Ace and King of the same suit are considered to be two quick tricks.

Consequently, any initial suit-bid of one is, also, an invitation to the partner of the bidder to bid No Trump provided he thinks that his hand justifies that bid, and that No Trump promises better results than could be expected from raising the initial bid or from bidding another suit. In determining whether to bid a suit initially, be it Major[1] or Minor,[1] or to pass, it should be remembered always that bidding *one of any suit* suggests a No Trump to the partner, and any one-bid must therefore have the No Trump assistance guaranteed in paragraph (*b*) above.

5-CARD SUIT-BIDS

When the initial bidder has a trickless hand outside of one suit, the minimum strength required for an initial bid with a 5-card suit is Ace-King. Such a trump suit is estimated to be worth

[1] Spades and Hearts are the two Major suits. Diamonds and Clubs are the two Minor suits. From a love score, game can be made by winning ten tricks (four odd) with a Major suit the trump; but to make game from a love score with a Minor suit the trump, eleven tricks (five odd) are needed. Should a suit be doubled eight tricks would win a game with a Major, nine with a Minor; if there be a redouble seven tricks in a Major, eight in a Minor are needed.

four tricks (two high-card and two low-card), while at a No Trump it would assure at least two high-card tricks plus whatever low-card tricks might be made by establishing the suit. Ace-Queen-Jack and two others is now generally considered to be fully as strong as Ace-King and three others, and even without side strength[1] it also should be bid initially. As Ace-King-x-x-x[2] and Ace-Queen-Jack-x-x[2] are suits of such length and strength that they should be bid even with the remainder of the hand absolutely worthless, it is apparent that any stronger suit of equal length (*e. g.*, Ace-King-Jack-x-x, Ace-King-Queen-x-x) should be similarly bid; to simplify this, the rule may best be stated as follows:

Bid initially any 5-card suit headed by Ace-King, Ace-Queen-Jack or any stronger combination, no matter how weak the remainder of the hand may be; but without side strength, do not bid initially a suit headed by Ace-Queen-Ten or any weaker combination.

We have been considering specifically suits of exactly five cards headed by A-K, A-Q-J or greater strength, and it has been stated that such suits warrant an initial one-bid. It has also been stated that the presence of greater length or strength in the suit, or of side strength, merely makes the one-bid sounder and stronger without invalidating it in any way. It is now necessary to emphasize two important points which players frequently fail to

[1] When used in connection with bidding, "side strength" refers to high cards which are not in the suit that is bid; when used in connection with play, it refers to high cards which are not trumps.

[2] x is used to indicate any card smaller than a Ten.

grasp. One is that extra length (six or seven cards instead of just five) does not warrant a one-bid when the high-card strength is lacking; the other is that neither added length nor strength necessarily warrants an initial bid of more than one.[1] For example: A-K-x-x-x-x would be a stronger one-bid than A-K-x-x-x, A-K-J-x-x would be stronger than A-K-x-x-x, and A-K-x-x-x with a side Ace would be stronger than A-K-x-x-x alone; but none of these examples would warrant a two-bid or a three-bid. Another example: A-Q-x-x-x or A-J-10-x-x might justify a one-bid if accompanied by sufficient side strength; but neither A-Q-x-x-x-x-x nor A-J-10-x-x-x without side strength would warrant any initial bid—that is, the extra small cards would not compensate for the substitution of Queen for King or of Jack-Ten for Queen-Jack.

REASON FOR ACE-KING RULE

Formerly many authorities considered Ace-King-x-x-x, without a "quick trick[2]" on the side to be too weak a holding for an initial bid. It is certainly a minimum-strength bid, and its maker should never participate further in the bidding; but under certain conditions it is most advantageous.

Suppose the Ace-King-x-x-x holder should pass, believing that he is too weak to bid, and No Trump is bid on his left. If this be followed by two passes, he obviously must pass again because, if too weak to

[1] There are types of more powerful hands which call for initial bids of two or more; they will be considered in Chapter VII under initial bids of more than one.

[2] That is, either an Ace or King-Queen.

bid *one* when ignorant of the location of the strength, he surely would not dare bid *two* with an adverse No Trump over him. The initial bid of one could not have been dangerous because, with the bidder's partner weak, the opponents will have strength and will overbid; but a secondary bid of two may be costly. In case of an adverse No Trumper, even if the partner have but two small cards in the suit, and the bid has been made with the absolute minimum holding, viz.:—

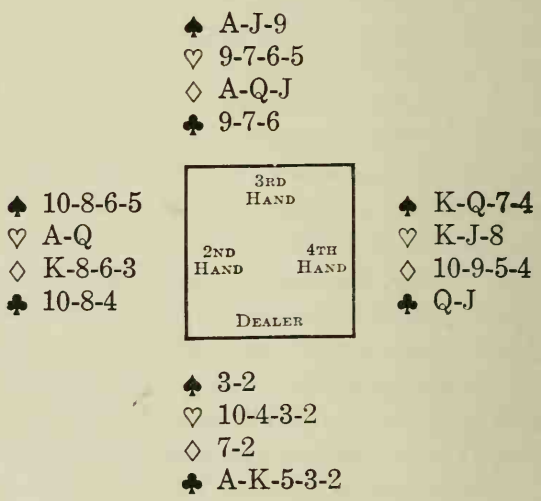
♠ 3-2
♡ A-K-4-3-2
◇ 4-3-2
♣ 4-3-2

the hand is worth four tricks against the No Trump whenever neither adversary holds more than three cards of the suit and the first trick is allowed to go to them. When the partner has three small cards of the suit, the odds are three to one that neither adversary will have more than three cards of it, and under such conditions the taking of four tricks with it is most probable if partner have one winning card with which to get a second lead before Declarer makes game. The establishing of this suit may be the only possible way to save game; to bid may keep the partner from leading from a tenace or a King suit, up to[1] a tenace in the closed hand; in short it may *save everything* and it can *cost nothing*.

[1] A lead is called "from" or "away from" the leader, "through" the player on the leader's left, "toward" the leader's partner, and "up to" the player on the leader's right.

It is not only as a defensive measure that the minimum-strength suit-bid is of value; it plays a most important part in the offensive game. It conveys information to the partner which frequently justifies a game-producing bid from a hand which, without the information conveyed by the initial bid, would have been too weak for anything but a pass.

The deal which follows illustrates the value, as a part of the attack, of the initial suit-bid of one.



It will be noted that, with the above holding, if dealer bid one Club his partner would bid one No Trump and should make game; but if dealer pass, the deal should be passed out as second hand is not strong enough to bid initially and neither third

hand nor fourth hand is strong enough to bid after a pass from his partner.

As has been stated, the initial bidder of a 5-card suit may have *more than minimum strength* in that suit, or, in addition to the announced strength in the suit named, may have assistance on the side, or better still may have both; the above is merely *the minimum requirement.*

BIDDING ON SIDE STRENGTH

Bearing in mind that this is a discussion of initial suit-bids of suits of at least five cards, and that the interesting subject of 4-card bids has not yet been reached; it should be noted that the minimum requirement of A-K or A-Q-J at the head of the suit to be bid, may be materially modified when the hand contains side strength. When the other three suits are void of high-card strength, the suit to be bid must contain its Ace *and* King or its A-Q-J. The suit may have additional high cards, but it *must* have Ace accompanied by either King or Queen-Jack. Only in freak hands of such infrequent occurrence that they need not be considered here, will additional length with a trickless side hand justify an initial suit-bid from a suit headed by anything weaker than either of the two honor-combinations specified; and with such freaks more than one would be bid. But when the hand of the bidder shows honor-strength in one or more side suits, the suit to be bid may be weaker in corresponding proportion.

When the initial bid is made partly upon side

strength, the same guaranty is given the partner as when the bidding strength lies wholly within the suit named. This guaranty is that the suit named is "long," that it is headed by the Ace or by two or more honors, and that the hand as a whole contains two or more quick tricks—a quick trick being a card which, barring ruffing, will take a trick the first or second time its suit is led. The partner must have confidence that any declaration of his own—be it a different suit, No Trump, a double of the adverse bid, or even a raise of the initial bid—will find the specified support (a long suit of certain minimum strength and two quick tricks) no matter whether the initial bid was made upon strength concentrated in one suit, or divided between two or more. Before coming to the tables of initial 5-card suit-bids, it is important that the meaning of the expression "quick trick" should be perfectly clear. That an Ace or a King and Queen in the same suit (K-Q) are quick tricks, because they will respectively win the first and the first or second trick, is self-evident. Ace and King of the same suit (A-K) furnish two quick tricks because (unless ruffed) they will win both the first and second; but Ace and King in different suits (A, K) furnish only one quick trick because the King, unsupported by either Ace or Queen, may never win at all. Similarly, A-K-Q (unless ruffed) would furnish three quick tricks, Ace in one suit and K-Q in another would give two, but A, K, and Q in three separate suits might produce only one.

Exceptional length in the suit, or great additional

strength in the hand in general, may call for a bid other than one of the suit (*e. g.*, a higher bid in the suit, or one No Trump). In other words, a hand may have the qualifications for a suit-bid of one and at the same time be still better qualified for some other bid. Alternative bids are fully discussed later. When a player makes an initial bid of one on a holding substantially stronger than the minimum, he can, on a later round, show his extra strength (if advisable) by supporting his partner's bid (if any) or by raising his own.

Minimum Strength Requisite for an Initial Suit-Bid of One with an Ace-High or King-High 5-Card Suit

In this table, as elsewhere in this book, the insertion of a hyphen between two cards shows that they are of the same suit.

Cards Heading 5-Card Suit*	Minimum Side Strength Required
Ace-King Ace-Queen-Jack	None
King-Queen-Jack	King
Ace or King-Queen	One quick trick
Ace-Queen	King-Jack or King and Queen (of different suits)

* *I. e.*, 5 cards or more.

Cards Heading 5-Card Suit*	Minimum Side Strength Required
King-Jack-Ten	Ace-Queen or One quick trick and a King
King-Jack[1,3] or King-Ten[3]	Two quick tricks[2]

(This table is continued on page 26 to show Queen-high and Jack-high suits with which an initial bid of one may be made.)

* *I. e.*, 5 cards or more.

A few of the combinations given in the above table may contain two tricks, one of which is not unquestionably "quick"; but when that is the case there is always a sure and, except in one case, a quick high-card trick in the suit, also compensating high-card strength apt to produce considerably more than two tricks. When the suit that is bid does not contain a sure high-card trick, two quick tricks are always to be found on the side.

It will be noted by comparing the King-Jack and

[1] King must be accompanied by another honor.

[2] These two quick tricks may be A-K or A and A or A and K-Q (in two different suits) or K-Q and K-Q.

[3] The requirements given for this combination are seemingly greater than any other and are doubtless slightly greater than many experts would employ in actual play. Many would find it difficult to pass with such a holding as

Spades	K-J-x-x-x
Hearts	K-x-x-x
Diamonds	A-x-x
Clubs	x

and "taking a chance" with it might be most successful. It is a hand, however, which may not furnish a high-card trick in the Spade suit and may produce but one on the side. Of course the odds are that one of the Major Aces will be placed satisfactorily, but the catastrophe when the odds go wrong may be great and the table gives the conservative requirement.

King-Ten holdings in the above table with the Queen-high and Jack-high holdings in the table on page 26 that the same amount of compensating strength, viz: two quick tricks, is required for King-Jack-x-x-x, King-Ten-x-x-x, Queen-Jack-x-x-x and Queen-Ten-x-x-x. Of course the first named of these four suits is stronger than the last named, but the practical difference is not sufficient to make it advisable to complicate the bidding by varying the amount of the compensating strength required.

QUEEN-HIGH SUIT-BIDS

There are two important differences between 5-card suits headed by Ace or King-Queen and those headed by Queen-Jack or Queen-Ten. The suits headed by the Ace or King-Queen are much more valuable as they contain a quick trick and can be established with greater celerity. For years it was generally considered inadvisable to bid *one* initially with a Queen-high suit; it being generally conventional with a Queen-high holding, to pass on the first round with the possibility in mind of showing, by a secondary bid, that the suit was not headed by "tops." There are, however, many Major-suit hands of the following types:

♠ x-x-x	♠ Q-10-x-x-x
♡ Q-J-x-x-x	♡ A-x-x-x
◇ A-K-J	◇ x
♣ x-x	♣ A-J-x

With either of the above, or with any similar holding (and also with a Minor 5-card Queen-Jack or Queen-

Ten suit with a side Ace-King), a pass is disadvantageous as it may result in passing out a hand which if played would produce game. The old bid of two in a Major suit to show length and weakness has now been generally abandoned; so these hands must be opened with a bid of one or a pass. With hands of this type the partner should be encouraged, by a bid of one, to bid No Trump or the other Major or even a Minor; whenever he is weak and short in the Major initially bid.

When the Queen-high suit is a Minor, bidding is not apt to be as important as when it is a Major. A Minor bid of one rarely produces game if the partner advance the suit, but it is just as valuable a No Trump invitation as a Major-bid of one. It is, therefore, advisable to include in the catalogue of 5-card suit-bids of one, Minor hands which contain 5-card Queen-Jack or Queen-Ten suits with at least two quick side tricks.

JACK-HIGH SUIT-BIDS

The reasoning given above in support of Queen-high bids holds good to a certain extent for Jack-high suits; the main objection to bidding either being that neither is sure of quick establishment, the Jack-high suit being apt to be even more belated than the suit headed by the Queen.

Another, and an even more serious, objection to bidding a Jack-high suit is that when the contract is obtained by the opponent on the left, the bid may induce the partner of the bidder of the Jack-

high suit to lead that suit when some other suit more advantageous. When the partner of a Jack-high suit bidder has King-x in the suit, and the Ace of the suit is in the closed hand, the lead of the King is very apt to cost a trick in that suit.

Jack-high suits therefore should be bid initially only when the holding is a suit of at least five cards headed by Jack-Ten, accompanied by two very strong suits and one very weak suit. This is a hand which at first glance may seem to be a much better No Trump bid and, when the suit is a Minor, that is generally the case; but in many hands a Major Jack-Ten suit should be bid in preference to No Trump. Putting aside until later the question of selecting between a Jack-high suit-bid and No Trump, when the hand justifies either, it is necessary now to determine what strength justifies the suit-bid. For example:

♠ J-10-x-x-x
♡ A-K-x
◇ A-Q-x
♣ x-x

Such a holding is obviously too strong to pass; the reasons which make the Major one-bid a wiser choice than the No Trump are fully explained later. For present consideration it is merely necessary to note that Jack-high Minor suits are rarely bid and that Jack-Ten Major suits are bid only when they contain five or more cards and are accompanied by two very strong side suits (the

combined strength of which at least equals three quick tricks), the fourth suit being short and weak.

Minimum Strength Requisite for an Initial Suit-Bid of One with a Queen-High or Jack-High 5-Card Suit

(This table is a continuation of the table of Ace-high and King-high suit-bids which appears on pages 21–22.)

Cards Heading 5-Card Suit[1]	Minimum Side Strength Required
Queen-Jack[2] or Queen-Ten[2]	Two quick tricks
Jack-Ten[3]	Three quick tricks

4-CARD SUIT-BIDS

It has been but a few years since most authorities proscribed initial bids with any 4-card suit except Ace-King-Queen-x. The writer advocated a limited number of other 4-card bids and in consequence was severely criticised. Now, all the 4-card bids then suggested and many more, are generally conceded to be sound and advisable. Modern theories backed by recent developments have shown that when an initial bidder has a 4-card suit (especially a 4-card Major) as strong as those shown in the table on pages 31–32, he may be neglecting a valuable opportunity if he pass. The bid may be all the partner needs to justify a successful No Trump; or if

[1] *I. e.*, five cards or more.
[2] Preferably, but not necessarily, in a Major suit.
[3] Rarely bid in a Minor suit.

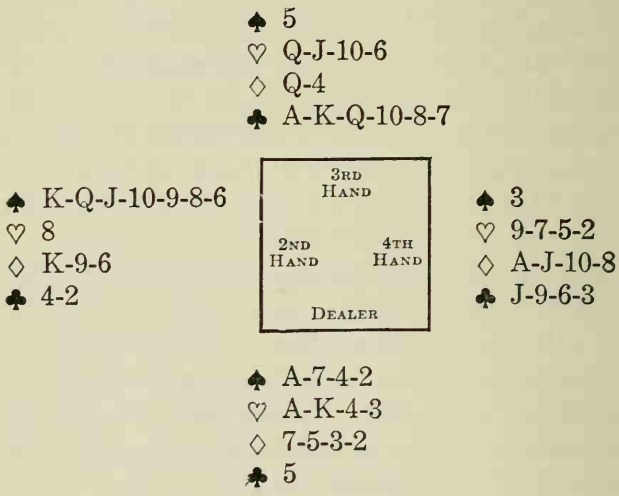
the partner have four cards of the suit, there may be game with that suit the trump. The bidder usually is not strong enough to bid more than one; so postponing the chance is really abandoning it altogether because the first bid is apt to be the only opportunity the player will have, to bid *one* of the suit and find out whether it fits his partner's hand. It cannot do any harm to bid *one* with any of the 4-card suits given in the table on pages 31–32.[1] Should the bid be doubled, it would be an informatory double[2] and the partner of the doubler would most probably take it out. If the bid be left in and the partner of the bidder have a worthless hand, the adversaries might score 100 or possibly 150 for defeating the contract; but even with a loss of 150 the bid would nevertheless be profitable because, had it not been made, the adversaries would certainly have bid and would very probably have taken ten tricks (game) with a contract of their own. The danger of a "set," however, is not serious, because players who understand modern bidding are not apt to permit a one-bid by an initial declarer to rob them of a chance to make game.

It is therefore evident that, while a *sound 4-card bid* is not apt to be expensive, a *pass* may be because the passer may not have another chance to show his suit by *a harmless one-bid.* Three players will have had a chance to bid before he has his second opportunity and by that time the bidding, in most cases, will

[1] This reasoning must not be taken to justify a "short suit" bid. (See "Length necessary for suit-bids," page 32.)

[2] All doubles of original suit-bids of one are informatory.

have advanced so far that it will be necessary to bid two, three or even four in order to show the 4-card suit. To bid *one* with a 4-card suit, such as shown on pages 31–32, cannot be expensive; to bid more may be. Therefore, it is generally a case, as far as the 4-card suit is concerned, in which the bidder must bid initially or not at all. Take this very common type of dealer's hand:



It will be noted that with the above holding, if dealer bid one Heart, second hand will bid two or three Spades and third hand three or four Hearts (whichever is necessary); that Hearts will be trump, and that dealer should win eleven tricks.

If, however, dealer be a player of the old school, which prohibits its followers from bidding any Major

suit which does not contain at least five cards, he will pass; second hand will bid Spades and third hand will pass or bid Clubs (depending upon how many Spades he has to overcall). A sane dealer, if he believe that a 4-card suit is too short to justify a bid of *one*, must surely believe it too short to warrant a bid of *three or four*. If dealer start passing, he must keep on passing and permit his partner to play Clubs, which will not produce game;[1] or he must bid a most venturesome three or four No Trumps which will be defeated.[2]

It will be seen from this that, with a hand of this type, the making or not making of game depends entirely upon whether dealer bids or passes initially.[3]

It is conceded that this hand has been arranged to illustrate the advantage of bidding 4-card suits and the fact that the bid succeeds in this particular instance is not offered as a conclusive argument in its favor. The hand is, however, a fair example of hundreds which occur every day in actual play; hands in which two 4-card Majors face each other, and in which the Major suit-bid "fits" and will produce game, but in which some other declaration is played (very often by the adversaries) because the initial bidder has not learned the value of 4-card

[1] Twenty-four is the maximum score that can be made with Clubs trump.

[2] Eight tricks is the maximum number that can be won at No Trump.

[3] This hand has been submitted to a large number of classes, and has been played at hundreds of tables. Whenever the dealer happened to be a player who believed in bidding strong 4-card suits, the first bid was a Heart and game was made; but in no case in which the dealer followed the old-fashioned method and passed, was the game made. In one instance an effort to make game, by a secondary No Trump, cost 600.

Majors.[1] Players who do not bid 4-card Majors neglect innumerable opportunities to make game and, unless they analyze the position of the various cards (which they seldom do), they do not realize that the game was within their reach but that they failed to grasp it merely because of the antiquated belief that a 4-card Major suit should not be bid.

There are still a few players who cannot divorce themselves from the ideas of the last decade and who enthusiastically bid 4-card Minors as "No Trump invitations," but who would pass with corresponding strength in a 4-card Major. Take for example such a twelve-card combination as:

♠ A-x-x
♡ x-x-x
◇ A-x-x
♣ x-x-x

if the thirteenth card should be the King of Diamonds they would bid one Diamond but if it should be the King of Spades they would pass. With this hand the bid, sound in either case, is far more important when the holding is a Major than when it is a Minor. The Major suggests two possible routes which may lead to game, viz.: the No Trump and the Major; and affords the only probable opportunity to reach the goal via the Major; the Minor

[1] During the winter of 1925–1926 several remarkable verifications of this statement were made by hands dealt in important duplicate games in New York City. In one the 4-card bid produced a slam for the bidder, at tables at which it was not bid a slam was made by the opponents.

suggests one probable route, viz.: the No Trump, eleven tricks in the Minor being improbable. If only one kind of 4-card bid is to be used, it certainly should be the Major which is worth twice as much as the Minor.

An indiscriminate bidding of 4-card suits, even of 4-card Majors, would be most unfortunate. They should not be bid unless the bidder understands and complies with the minimum-strength requirements; and, what is more important, unless he has a partner who will not unduly raise a one-bid, and who will deny the suit when he should.[1]

The table which follows goes as far as safety permits in encouraging 4-card bids and it will be noted that every combination shows substantially three tricks; to bid 4-carders with less strength would be courting danger.

Minimum Strength Requisite for an Initial Suit-Bid of One with a 4-Card Suit

4-Card Suit	Minimum Side Strength Required
Ace-King-Queen-x Ace-King-Jack-Ten	None
Ace-King-Jack-x Ace-Queen-Jack-Ten King-Queen-Jack-Ten	King or Queen-Jack

[1] The modern system of denials, a most effective and essential accompaniment of the 4-card bid, is discussed on pages 202 et seq.

4-Card Suit	Minimum Side Strength Required
Ace-King-x-x	One quick trick
Ace-Queen-Jack-x	
Ace-Queen-x-x	
Ace-Jack-Ten-x	
King-Queen-Jack-x	
King-Queen-Ten-x	
King-Queen-x-x[1]	
Ace-Jack-x-x	Ace-Queen, or One quick trick plus a King or Queen-Jack
King-Jack-Ten-x	

LENGTH NECESSARY FOR SUIT BIDS

A short suit[2] *should never be bid originally,* regardless of its strength; even the holding of Ace-King-Queen does not justify the bidding of such a suit. In making an initial bid of one, a Minor is on a par with a Major; the two requiring precisely the same combination of length and strength. The players who bid with short Minor holdings are still following the practice that originated when Spades were worth two, Clubs four and Diamonds six per trick. Then it took six Clubs to overcall two No Trumps and a Minor bid was merely a high-card indication; the suit could not compete with No Trump in the bidding and, in the isolated cases in which it was

[1] King-Queen-x-x is obviously the weakest holding in the list for which one quick trick is the side strength requirement; many think it should be classed with Ace-Jack-x-x, and it is more conservative for the average player to so treat it.

[2] A short suit is one of less than four cards; a long suit is one of four cards or more.

played, the points gained were not apt to be important.

Now, however, *Diamonds and Clubs are as forceful as Hearts and Spades for pushing an adverse No Trump and are also as forceful as a Heart for pushing a Spade;* furthermore, they frequently prove to be game-winners. A suit valued at four, against a No Trump worth twelve, was impotent to overcall three No Trumps even by contracting to make a grand slam. Now a bid of four in either Minor will overcall the formerly impregnable three No Trumps, and both of the Minors frequently furnish otherwise unattainable games for those who appreciate their value. The opportunity to bid them to the limit often drives adverse bids upon the rocks.

The ability to avail himself fully of the opportunities now afforded by the Minors, is one of the best tests of the skill of a bidder. It frequently happens that a bid of four in a Minor is left in by an opponent who has the strength to go game with a Major but passes because he is timid about bidding four, and also because he reasons that Minor games are comparatively rare. In such a case, the initial Minor bid may not win a game, but it saves one.

The 1926 honor-count furnishes an additional incentive to bid Minor suits, especially with four or five honors in one hand. Eighty, ninety or one hundred points more than compensates for a set of fifty points and goes a long way toward compensating for any ordinary set. Even when the holding

is three, four or five divided honors, the 1926 values make the honor-count an item worth considering.

WHY IT IS IMPORTANT TO MAKE LENGTH ESSENTIAL IN AN INITIAL MINOR BID

The player whose Minor-suit bid can be depended upon to announce length accomplishes five results which are quite unobtainable by the short-suit bidder:

(1) He wins games with his Minor declarations which his partner would not dare support if in doubt on the length question.
(2) He pushes adverse bidders to contracts which they cannot fulfil;
(3) He is allowed to play declarations which produce some return in deals in which the adversaries would otherwise have gone game or have netted a good score;
(4) He does not place his partner in an embarrassing position by compelling him to take out all initial Minor bids;
(5) When his bid is overcalled by a No Trump, his partner knows what suit to lead.

There are many instances in which the partner dare not bid No Trump over an initial Minor. An adverse suit may have been declared in which he is quite defenseless, or his hand may be much better adapted to supporting the Minor than to shifting. In all such cases it is absolutely vital for him to be sure that the original bid was made with length.

There are numerous occasions on which it is of the greatest importance for the success of the partnership that a Minor should be bid to the limit; but when any doubt exists in the mind of the partner as to whether a long or short suit has been bid, he dare not avail himself of what would otherwise be a most effective opportunity.

Should the initial bid be a sound one-Club followed by an adverse Spade, and the partner of the Club bidder hold—

♠ None
♡ x-x
◇ A-K-x-x-x-x
♣ A-J-x-x-x

he is practically sure of a slam in Clubs regardless of what the opening lead may be. The initial Club bid, having been made without the Ace or the Jack, shows a side Ace or King-Queen; so, if the adversaries bid as high as five Spades, the holder of the above hand would be justified in declaring six Clubs, and in redoubling if doubled; provided always that he had confidence in the soundness of that initial bid.

Numerous examples of the same general character may be given and in play such situations occur more frequently than might be expected. Hands in which the partner of an initial Minor bidder has length in that Minor and a chance to ruff, appear with more or less regularity. Such hands are extremely valuable when their holder can be sure that the initial bid showed length; but if it might have been made with

a short suit, and five or six trumps might be banked in an adverse hand, the partner would not dare to advance the Minor suit materially.

Players who bid short Minors as No Trump invitations, generally insist that the partner take out all initial Minor bids of one. Suppose that the short bid be made with such a hand as—

♠ x-x-x-x
♡ K-x-x-x
◇ A-K-x
♣ x-x

and the partner have some such holding as—

♠ Q-x-x-x
♡ x-x-x
◇ x
♣ J-x-x-x-x

What is the partner to do? A forced take-out is always dangerous unless the bidder who requires it has ample strength to protect it. When a take-out is forced by the bid of a short Ace-King suit and the partner is weak, the partnership is very near the rocks.

The risk might well be worth taking if there were any material gain in sight when the bid works advantageously, but there is not. Any hand with which the partner could go game with the assistance of a short Ace-King suit plus an Ace or King on the side (anything much stronger is in itself a No Trump) would be bid by him even after an initial pass; so

the benefit of the bid, even under the most propitious conditions, is negligible. Sound bidders do not pass hands containing six tricks, merely because the partner has failed to make an initial bid.

The searching test of duplicate proves that the bid of a short Minor as a No Trump invitation is without merit. Unless the partner have such strength that he can go game and would consequently bid without invitation, what can be the advantage of inviting him to bid No Trump?

Another material advantage gained by the bidder whose Minor always shows length is that, when it is overcalled by a No Trump, the partner knows what suit to lead. If the bid might have been a short invitation, the leader might be playing the adversaries' game by opening that suit.

Suppose a short invitation bidder start with one Diamond and that second hand obtain the contract with a bid one No Trump. The original third hand (now the leader) holds—

♠ x-x-x
♡ A-x
◇ J-x-x
♣ Q-10-x-x-x

That initial Diamond bid may have been made with,

♠ A-x-x		♠ x-x-x-x
♡ x-x-x	or	♡ x-x-x-x
◇ A-K-10-x-x		◇ A-K
♣ x-x		♣ K-J-x

In the first case, opening the Diamond will almost certainly save the game, while opening the Club will be fatal; in the second, it is exactly the opposite. It is evident, therefore, that the invitation system of bidding short suits compels the invitee to *guess* in cases in which the long-suit convention would clearly blaze his trail.

V

THE INITIAL NO TRUMP

Sound bidders recognize the advantage of bidding No Trump initially as it eliminates all adverse bids of one and, when the strength of the opponents is considerable but divided, may result in shutting out a declaration which would have proved dangerous. But, like the initial suit-bid, to be of value to the partner and enable him to advance it with safety, a No Trump must show real strength and its limitations must be clearly understood.

There are many hands which are strong enough to justify a No Trump but with which a suit is a much wiser bid; that, however, is a question of choice between two declarations with a hand which warrants bidding either. That subject is fully discussed on pages 70–75; the question that is now being considered is what strength a No Trump bid guarantees to the partner of the bidder. The following are generally conceded to be the No Trump requirements of the scientific bidder.

THE MINIMUM STRENGTH OF AN INITIAL NO TRUMP

Bearing in mind that an initial bid is an original bid made by dealer or second hand, it may be said that an initial bid of one No Trump is justified whenever the bidder has—

(*a*) A hand above the average (Note 1) with three suits safely stopped (Note 2); or—

(*b*) A hand containing two powerful short suits (Note 3).

A well-recognized exception to the rule for bidding No Trump is a hand which contains a blank suit or worthless singleton. Of course a worthless doubleton

(NOTE 1) The average holding of high cards is one Ace, one King, one Queen and one Jack. From the standpoint of averages it is immaterial whether they are all in one suit or divided, but the requirements of a No Trump declaration demand that they must be so divided that they safely stop (Note 2) three suits. When this is the case and the hand contains an Ace, King, Queen or Jack above the average, it contains strength enough for a No Trumper; also when, with three suits stopped, it contains an extra Ace in place of a Queen or Jack (*i. e.*, four honors in all), or when it contains three Aces without other strength.

(NOTE 2) A suit is "safely stopped" for the purposes of the initial No Trump bidder, if he will surely take a trick in it if it be led originally. It may contain any one of the following combinations:

Ace.
King and one other.
Queen, Jack and one other.
Queen and three others.
Jack, Ten and two others.
Jack and four others.

The last three combinations stop a suit, but are very light assistance for a No Trump. When either is depended upon, the other two suits should contain more than the minimum specified above.

A Queen with but two small cards will not stop a suit when the Ace is in one adverse hand and the King in the other, but Queen and three small is considered safe because to be captured the Queen must be led through twice. Queen, Jack and one other is satisfactory. Jack, Ten and two others stops a suit, but Jack and three small is even more unreliable than Queen and two small.

(NOTE 3) For the purposes of initial No Trump declaration, a "powerful" short suit is one of two or three cards which contains either

Ace-King,
Ace-Queen-Jack,
Ace-Queen-Ten.

With the exception of two Ace-Queen-Ten suits, a hand which contains any two of the three combinations mentioned above is strong enough for a No Trumper; but a "powerful" suit containing four cards is not a "short" suit and that fact places the hand under the heading of 4-card suit-bids.

When one suit is Ace-King-Queen, which is, of course, appreciably stronger than either of the above-mentioned combinations, the other may be somewhat weaker. An Ace accompanied by either a Queen or a Jack is quite sufficient to justify a No Trump when a tierce major (*i. e.*, Ace-King-Queen) is its companion.

is a most vulnerable spot in the defense of a No Trumper against the adverse attack, but is not nearly as great a menace as a worthless singleton. With three strong suits it is frequently wise to risk the bid with the doubleton, but the singleton is different. Even when it is an Ace, King or Queen, the singleton should strongly suggest to its holder that a suit-bid is probably wiser; and when it is a Jack or lower card, the bidding of a No Trump should be taboo. It is obvious that the reason why a short and weak suit is a No Trump danger signal is that the opponents are apt to be long in that suit and, unless the partner has it stopped, they (having the initial lead) may at the start run enough tricks to save game or perhaps even to set the contract. The inadvisability of bidding initially a No Trump with a hand containing a blank suit is so patent that to discuss it seems to be unnecessary. The danger of such a bid, and the disadvantages of playing such a hand without a trump must be self-evident to the veriest tyro. Such a bid would be indefensible, and to an experienced player inconceivable.

Many teachers and writers advocate schemes by which a bidder may determine mathematically whether his hand is strong enough to justify bidding an original No Trump. One plan is to assign fixed numerical values to Aces, Kings, Queens and Jacks and, whenever these values aggregate a certain total, to bid No Trump; otherwise to pass. A more difficult, but much more satisfactory, method is figuring an Ace as one trick, giving to all other single honors

and to all combinations of honors arbitrary values which in most cases are fractions of a trick, or one or more tricks and a fraction. To follow this system the players must memorize a long table of arbitrarily determined fractional values. The method herein advocated has stood the test of years, produces the desired result more surely than any other, and is certainly much simpler.

Below, arranged in parallel columns, a number of illustrative examples are given.

Class A No Trumpers

Qualify	Do Not Qualify
Suit 1 A-x-x " 2 K-J-x " 3 Q-J-x-x " 4 x-x-x	Suit 1 A-x-x " 2 K-J-x " 3 Q-x-x-x " 4 x-x-x
(Jack above average, three suits stopped.)	(Nothing above average.)
Suit 1 A-10-x " 2 A-J-x " 3 K-x-x-x " 4 x-x-x	Suit 1 A-J-x " 2 K-Q-x " 3 x-x-x-x " 4 J-x-x
(Better than average by the difference between Ace and Queen.)	(Jack above average, but two suits not stopped.)
Suit 1 A-x-x " 2 A-x-x " 3 A-x-x " 4 x-x-x-x	Suit 1 A-x-x " 2 A-x-x " 3 K-x-x " 4 x-x-x-x
(Three Aces are reckoned as being above average.	(Very close, bid by some, but *not* recommended.)

Qualify	Do Not Qualify
Suit 1 A-K-x " 2 J-10-x-x " 3 K-J-x-x " 4 x-x	Suit 1 A-K-x " 2 J-10-x-x " 3 K-J-x-x-x " 4 J
(Three suits stopped and above average strength.)	(Three suits stopped and above average but contains worthless singleton.)
Suit 1 A-x-x " 2 K-Q-x " 3 K-10-x " 4 x-x-x-x	Suit 1 A-K-Q " 2 A-K-x-x " 3 A-Q-J-x-x " 4 Q
(Three suits stopped and above average strength.)	(Very strong, but doubtful singleton makes No Trump inadvisable.)
Suit 1 A-x-x-x " 2 A-J-10-x " 3 K-Q-x " 4 Q-x	Suit 1 A-x-x-x " 2 A-Q-J-x " 3 K-Q-J-x " 4 x
(Ace and Queen above average, three suits stopped.)	(The strength of this hand—Ace, Queen and Jack above average—more than justifies a No Trump, but the menace of the worthless singleton makes a suit-bid more advisable. Suit 2 or 3, whichever is the higher valued, should be named.)

Class B No Trumpers

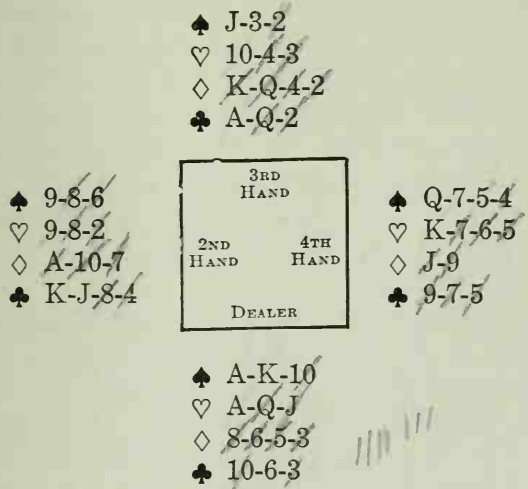
Qualify	Do Not Qualify
Suit 1 A-K-x	Suit 1 A-K-x
" 2 A-Q-10	" 2 A-J-10
" 3 x-x-x	" 3 x-x-x
" 4 x-x-x-x	" 4 x-x-x-x
(Minimum strength Class B No Trumper.)	(Just below strength for Class B No Trumper.)
Suit 1 A-Q-J	Suit 1 A-Q-10
" 2 A-Q-10	" 2 A-Q-10
" 3 x-x-x	" 3 x-x-x
" 4 x-x-x-x	" 4 x-x-x-x
(Minimum strength Class B No Trumper.)	(Just below strength for Class B No Trumper.)
Suit 1 A-K-Q	Suit 1 A-K-Q
" 2 A-J-x	" 2 K-J-x
" 3 x-x-x-x	" 3 x-x-x-x
" 4 x-x-x	" 4 x-x-x
(Minimum strength Class B No Trumper.)	(Just below strength for Class B No Trumper.)

That No Trump should be bid with a hand of the Class A type is generally conceded, but the Class B type is not as well known and many hesitate about bidding a two-suit No Trump. As a matter of fact, a No Trumper with an Ace-King and Ace-Queen-Jack is more apt to work well than one with three "bare" Aces; but the *two* defenseless suits seem too dangerous to those who have not carefully studied the situation.

A most important point in connection with the bid is that it should only be made with two *short*

suits. If either suit (be it Major or Minor) have four cards, it is much safer to bid that suit than to risk a No Trump. The No Trump bid, with two defenseless suits, is advisable only when both strong suits are short; otherwise bidding either suit might mislead the partner, and passing might cause a game hand to be thrown into the discard.

The following hand fully illustrates the importance of the bid:



It will be noted with the above holding that game with a big score may easily be lost by an unsound pass. If dealer pass (in spite of his two powerful *short* suits), the deal would be passed out; if he bid No Trump, he should make a small slam.[1]

[1] See page 269 for the correct play of this deal and the demonstration that, played by dealer at No Trump, twelve tricks (a small slam) should be won.

It is regrettable that so much space should be devoted to that *rara avis* of the declaration, the two-suit No Trumper; a devotee of the Bridge table might play a year and never see a specimen of it. The subject is not an important one for the average player, and in teaching beginners it is just as well to simplify by leaving out Class B No Trumpers altogether. But in a textbook like this which undertakes to cover all classes of bids and which is intended for all classes of players, it is necessary to cover fully the subject of Class B No Trumpers. The reason for the rarity of their occurrence is that when a hand contains only two strong suits, and is otherwise qualified for an initial Class B No Trump bid, one of the strong suits will usually contain more than three cards, which takes the hand out of the No Trump class and makes a suit-bid preferable.

The difference between a sound No Trumper and one that is not, may often seem trivial. To the inexperienced player, some of the distinctions may appear arbitrary and unimportant. For example, Q-x-x-x in one suit and J-x-x in another furnish what is considered to be a "stopper" (viz.: the Q-x-x-x suit); but transfer one small card, so that the two suits are Q-x-x and J-x-x-x, and the stopper disappears because neither of the latter combinations (although either would stop a suit eventually if constantly led up to) is considered safe. Again: it might seem absurd that the presence or absence of a Deuce accompanying J-10-x could determine

whether the player should bid No Trump or pass; but the success of the make may depend upon whether or not the hand contain that apparently insignificant card. The leader may hold six cards to Ace-King-Queen in that suit without re-entry, and that seemingly worthless Deuce may spell the difference between game and a defeated contract.

Conservative players may think that some of the No Trumpers given under Class A are too light; yet they all have at least three suits safely stopped and their soundness has been fully proven by the best of teachers—experience. At first it may appear to be the height of audacity for a player, with possibly only three tricks, to bid one, which is a contract to take seven; but it really is not as rash as it seems. The information conveyed to the partner is apt to be of great value and the advantage of playing the twenty-six cards with a harmonious purpose, is worth approximately one trick; and it is legitimate for the initial bidder to count on Dummy to win its share (*i. e.*, three of the remaining nine tricks). Dummy's strength may fall below the expected three tricks—a possibility which is, of course, offset by the possibility of its rising above that average; but even when Dummy disappoints, the loss is not apt to be serious because when a sound No Trump is badly beaten, the chances are that the adversaries, had they known their strength, could have scored a game. Unless the loss should be very heavy (which is most unusual) the sound No Trump bid is a profitable gambit even when the contract fails.

A clever player often scores game with even the weakest of the conventional No Trump contracts when he finds more than three tricks in the Dummy; but when the bidder is an inexperienced or poor player, or when he is so outclassed by his adversaries that he has reason to fear that he will not win all the tricks he might, conservatism is advisable. It is better team work for a poor player to await, and advance his partner's bid than to bid a doubtful initial No Trump. With three bare Aces, or with any other hand which only just qualifies as a No Trumper, he had better bid a suit (if he have a legitimate suit-bid) or pass.

VI

HANDS IN WHICH THERE IS A CHOICE BETWEEN TWO INITIAL BIDS

Chapter IV explained the strength necessary to justify an initial suit-bid of one; and Chapter V outlined how many high cards, and what strength-distribution, a player should have to warrant an initial bid of one No Trump. The next question to discuss is what an initial bidder should do when he is so fortunate as to hold a hand in which he has a choice between two declarations: that is to say; a hand composed of *two* suits *both* so strong that *either* may be bid without overstepping the limitations set forth in Chapter IV, or a hand which is a No Trumper according to Chapter V, and at the same time contains a suit strong enough to warrant an initial suit-bid. In other words the bidder may have—

(1) A choice between two suits

or

(2) A choice between a suit and No Trump.

HOW TO BID WITH A "TWO-SUITER"

A hand containing two suits of five or more cards is called a "two-suiter"; a hand containing two suits, one of five cards and another of four is called a "semi-two-suiter," although the latter term is

rarely used unless both suits are strong enough to bid. With a weak two-suiter (neither suit strong enough to bid), the original bidder should unhesitatingly pass; but with a strong two-suiter he should endeavor to find out in which of the two suits the partner is the longer. It is quite usual for an original bidder to have two suits of equal length and of practically equal strength, but it would be a very exceptional distribution of cards which would give his partner equality in the same two suits in the same deal. The original bidder has but little choice between the two 5-card suits with such a holding as—

♠ A-Q-J-8-6
♡ A-K-10-9-7
◇ None
♣ A-6-3

But if the partner hold four small cards in one Major, and only two small in the other, it is obvious that the result of the deal will be more satisfactory if the trump be the Major in which the partner is long. The only way to insure the selection of the partner's long suit rather than his short one, is to force *him* to determine which shall be the trump. Referring to the hand given above: suppose the partner holds K-10-x-x in Spades; x in Hearts; x-x-x-x-x in Diamonds; and K-x-x in Clubs. With Spades the trump a grand slam would be probable; with Hearts, the Declarer might have difficulty in winning his game.

Even when the partner of the holder of the two long-strong suits does not have nearly so pronounced a choice as in the example given above, it is important that he select the suit in which he is slightly stronger. His having three trumps instead of two, or an honor instead of a small card, may readily spell the difference between success and failure.

The main principle underlying the handling of two-suiters is simple enough. When an initial bidder finds that he has two possible suit-bids, and there is no such preponderance of length or strength in one of them that it has a marked advantage over the other, he would like to find out for which of those two suits his partner has the greater assistance.

Take the following example:

♠ A-Q-10-x-x
♡ K-Q-J-x-x
◇ x-x
♣ A

As between Spades and Hearts there is small choice for the holder who knows nothing about the make-up of any hand but his own; but if he could know that his partner had more help for one than the other he would bid it. Such knowledge can only be obtained by asking—or, to state it more practically, forcing—the partner to furnish the desired information. This generally can be accomplished by bidding first the higher-valued suit and next the lower. Of course if the first bid be passed by the other three players, the chance to show the lower-valued suit will not

occur; but that will only happen about once in twenty times. The way in which the information is given is described a little further on.

It is the duty of the original bidder to inform his partner, with all possible celerity, that he (the partner) is sitting opposite a two-suiter; and that, although the original bidder has been doing most of the bidding and will play the hand, the responsibility of selecting the trump (or rather of designating a preference between the two suits of the original bidder) must rest upon the shoulders of the hitherto silent partner. The opportunity to convey this information comes when the original bidder has a chance to name the lower-valued of his two suits, after he has first bid the higher-valued.

To bid first a lower-valued suit when the hand contains a higher of equal strength, is an unnecessary risk, as the first bid may stand. The partner may be able to assist the higher-valued suit, and the failure to bid it may cost a game. The proper bidding of a two-suit hand will generally produce the most beneficial results; bidding first the higher and later on (when possible) the lower, will enable the partner (*when strong*)—

(*a*) To advance the suit which seems more apt to produce a game;
(*b*) To bid No Trump if weak in both suits named;
(*c*) To double if the adversaries bid too rashly.

But more important than the strength response,

is the opportunity which the two-suit bidder gives his partner (*when weak*), *without increasing the contract,* to designate which of the two suits his hand is the better able to assist.

The partner shows his preference after the second suit has been bid, his right-hand opponent having passed; by either passing, or returning to the suit first bid which he can do with a bid for the same number of tricks; his action not indicating strength, merely a preference.

To repeat the last illustration, dealer holds—

♠ A-Q-10-x-x
♡ A-Q-J-x-x
◇ x-x
♣ x

He should start with one Spade; if after two passes fourth hand bid two Clubs or Diamonds, dealer should bid two Hearts. If second hand again pass, the opportunity of the partner arrives. If strong in Spades and weak in Hearts his bid of two Spades is obvious, but the same principle applies even when the choice is not seemingly important. With three small Spades and two small Hearts, or with an equal number in each suit but the Spades *distinctly the higher*, the Spade bid should be made. A pass under such conditions means "I prefer Hearts"; a bid of two Spades is not a raise, it merely means "I prefer Spades."

The bid does not show greater strength in Spades than the pass does in Hearts.

With a very strong holding in both Majors which would, without assistance from the partner, justify bidding three or even four over an adverse Minor bid, the same principle of bidding should be followed so that in a later round of the bidding the partner can indicate his preference without increasing the size of the contract.

For example, dealer holds—

♠ A-K-Q-x-x
♡ A-K-Q-x-x
◇ None
♣ x-x-x

He bids *one* Spade,[1] second hand and partner pass, fourth hand bids three Diamonds, dealer three Hearts, second hand four Diamonds, partner and fourth hand pass. It is now imperative for dealer, should he determine to bid four, to select Hearts and not Spades. The partner has

[1] With a two-suit hand an original bid of more than one should not be made; giving the partner the choice between the two suits is most important, and bidding more than one originally decreases the probability of a second bid. To pre-empt with a two-suiter is a common error with inexperienced players. Slams, games and contracts beyond number have been thrown away by holders of two-suiters who, not fully appreciating the importance, with this type of hand, of forcing the partner to name the trump, have started by bidding two or more and thereby have shut out an adverse bid and consequently lost the chance to bid the second suit, a bid which would transfer the decision between the two from the bidder to his partner. To cite an extreme but illuminating example, suppose a dealer holds—

Spades	A-K-Q-x-x-x
Hearts	A-K-Q-x-x-x
Diamonds	None
Clubs	x

He has ample strength to bid initially more than one in either Spades or Hearts, but to do so would be most unwise. It is possible that an adversary has J-x-x-x in one Major, but if so it is almost certain that he has it in the Major in which the partner is the shorter, so it is important that the partner pick as the trump the Major in which he is the longer.

declined to advance either bid, but he has not had the opportunity to make a choice between the two (there are many hands much *too weak to raise* but which nevertheless contain a distinct preference); he may have four low cards of one suit and but one or two of the other, and in his shorter suit an adversary may have a sure trick should it be trump. Fulfilling the contract and winning the game may depend upon the selection of the right trump. The partner can change from Hearts to Spades *without increasing the contract,* but to shift from Spades to Hearts would require a bid of five.

This principle of declaration may be carried even further. Take such a hand as—

♠ K-Q-10-x-x
♡ A-Q-J-x-x
◇ x-x
♣ x

Dealer should bid the Spades first, even though the Hearts are distinctly stronger; such a hand will almost invariably work better with Spades than with Hearts the trump, if the partner's Spade holding be but one card longer than his Heart holding.

A player who shows two suits, the higher first, *guarantees to his partner that he has the strength requisite for an initial bid in either* but, being in doubt which is the better for the combined hands, leaves the decision to the partner who, with his knowledge of his own hand and the information which the bids have given him, can unerringly choose

the better suit, bid No Trump, or double with comparative safety.

When a hand is described as one "containing two suits with the strength requisite for an initial bid in either," it is not meant that *both suits* are as long and strong as A-K-x-x-x, for example—a combination which would warrant an initial one-bid in either suit, even if it had no side support. A-J-x-x-x with A-Q-x on the side would warrant a bid in the longer suit; but withdraw the A-Q support and the remaining suit would not warrant a bid. On the other hand, add two small cards to the short suit and make the combination A-J-x-x-x and A-Q-x-x-x, and you have a two-suiter worth a bid in either suit. This is so for two reasons, the lesser reason being that either suit is biddable because both have length and each furnishes the requisite side strength for the other. The more important reason may be stated as follows: When a player has two biddable suits, the chances are twice as great that his partner can well support one of them as they would be that partner would furnish such support when there was only one suit to be fitted in the bidder's hand. This "twice as great" is based upon the proviso that the partner, knowing the two suits to be fitted, is allowed to *choose between them.*

When a scientific bidder starts with a lower-valued suit and later names a higher, he announces that his strength is in the lower; but that he has length (probably greater length) in the higher and is bidding it with the hope that his partner has strength

in it and that it will make the two hands fit better than the stronger suit would. In such case, especially when the lower-valued is a Minor and the higher-valued a Major, it is quite possible that the hand is a semi two-suiter, for example:

♠ Q-x-x-x-x		♠ J-x-x-x-x-x	
♡ x-x-x	or	♡ K-x	
◇ A-K-J-x		◇ A-K-Q-x	
♣ x		♣ x	

It is important that all phases of this subject be fully understood; so at the risk of repeating information already understood, it seems wise to add a few examples of what may happen, together with the proper inferences to be drawn from each bid.

Example 1

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	2 Diamonds	Pass	Pass
2	2 Hearts	Pass	Pass	

Dealer has shown his partner that he has a two-suiter composed of Spades and Hearts and the partner has told the dealer that he has not a raise for Spades and that he prefers Hearts.

Example 2

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	2 Diamonds	Pass	Pass
2	2 Hearts	Pass	2 Spades	

The dealer in Example 2 has given the same information as in Example 1 and the partner has again denied his ability to raise Spades, but in this case the partner has shown his preference for Spades. The bid of two Spades in Example 2 is *not a raise* and has not indicated any greater strength in Spades than the pass in the previous example indicated in Hearts. In both cases the partner has shown merely a preference, nothing more.

After two suits have been bid by one player, a bid made by his partner *following an adverse bid,* is a raise—not merely a preference-indicator.

Example 3

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	Pass	Pass	2 Diamonds
2	2 Hearts	3 Diamonds	3 Hearts	

In Example 3 partner's bid on the second round shows much more than a preference, he is voluntarily increasing the contract after an adverse bid. A bid of this character is a raise.

The following is an illustration of a delayed opportunity to show a preference:

Example 4

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	Pass	Pass	2 Diamonds
2	2 Hearts	3 Diamonds	Pass	Pass
3	3 Hearts	Pass	3 Spades	

Partner's pass on the second round showed that, although he was facing a two-suiter, he did not have a raise for either Hearts or Spades. He must, however, have a preference and dealer on the third round bids Hearts (the lower-valued of his two suits) instead of Spades (the higher-valued) so that partner can show his preference without increasing the contract. When dealer makes his third bid he knows that his partner has not a raise for either Spades or Hearts; by his bid dealer announces sufficient strength in his own hand to bid three of either suit and he selects the lower-valued suit (Hearts) so that the partner may designate his choice between the two suits. Partner by bidding Spades shows his preference. If fourth hand then bid 4 Diamonds and dealer wish to bid four, he should bid Spades (partner's choice) unless he has more Hearts than Spades; if so, 4 Hearts would ask partner to select again, this time knowing that dealer has more Hearts than he has Spades.

In the above examples Spades and Hearts have in every case been cited because, when a two-suiter is composed of the two Majors, it is more apt to produce game, and a choice by the partner is consequently more important. When, however, the two suits are a Major and a Minor, or two Minors, they should be treated in exactly the same way that has been shown to be the proper method with two Majors; by bidding of the higher-valued first.

As a further illustration of the correct method of bidding two-suiters, see the following:

♠ J-7-5
♡ 7-6
◇ J-7-6-5-4
♣ 9-7-2

♠ 3-2
♡ Q-10-5-2
◇ 9-8
♣ A-K-Q-4-3

♠ Q-6-4
♡ 4-3
◇ A-Q-10-2
♣ J-10-6-5

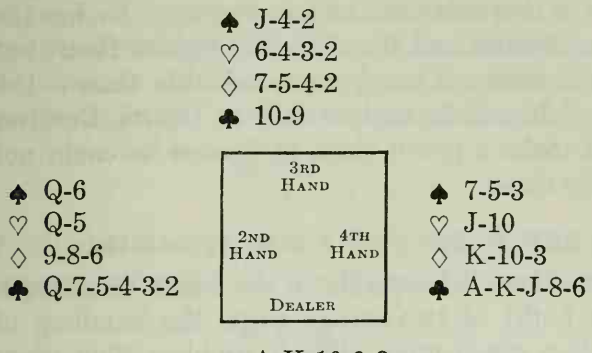
♠ A-K-10-9-8
♡ A-K-J-9-8
◇ K-3
♣ 8

Correct Bidding

Round	Dealer	Second Hand	Third Hand	Fourth Hand
1	1 Spade	2 Clubs	Pass	Pass
2	2 Hearts	Pass	2 Spades	3 Clubs
3	3 Spades	Pass	Pass	Pass

It will be noted that dealer first bids one Spade (the higher valued suit), although the Heart suit is slightly stronger; that the partner, who is far too weak to raise, has the opportunity to show his preference on the second round of the bidding; and that dealer on the third round bids the suit his partner has selected. The correct play of this hand, in spite of the extreme weakness in Dummy, will produce ten tricks (game) at Spades for Declarer, although at Hearts it would be difficult for him to make more than one odd.

The deal which follows illustrates the way in which the partner of a player who holds a strong two-suiter, may be forced to show a preference on a later round of the bidding.



Correct Bidding

Round	Dealer	Second Hand	Third Hand	Fourth Hand
1	1 Spade	Pass	Pass	2 Clubs
2	2 Hearts	3 Clubs	Pass	Pass
3	3 Hearts	Pass	Pass	Pass

It will be noted that on the third round of bidding the dealer (being strong enough to bid three of either Major) bids Hearts instead of Spades because, although his partner has declined to raise either bid, he has not yet shown a preference. Dealer's bid of the lower (on the third round), after the bid of the higher (on the first round) followed by

the lower (on the second round), gives the partner the opportunity (on the third round) to show his preference without increasing the contract. The partner passes because he prefers Hearts, as he is longer in that suit than he is in Spades. He has the Jack of Spades and the Six is his highest Heart but an extra trump is much more valuable than a low honor. It will be noticed that at Hearts, Declarer should make a grand slam, at Spades he could not possibly do so.

HOW TO BID WITH A SEMI TWO-SUITER

When there is inequality in the length or strength (or in both) of two strong suits, the handling of them is a much more difficult problem than when they both contain five cards and have approximately equal strength. In determining which to bid first with two suits, both strong, but one a card longer than the other there is no expert consensus, and consequently no establishment of a universally accepted convention. When one suit is composed of six cards and the other of five there is little perplexity, because suits of such length can as a rule be bid safely on the basis of higher-valued first, lower-valued next; but when one suit is four cards and the other five the real problem is apt to arise. A semi two-suiter composed of—

♠ A-K-x-x
♡ A-K-Q-x-x
◇ x
♣ K-x-x

has the strength sufficient to qualify for either a Spade or a Heart bid and yet is not the type of hand with which the burden of naming the trump should be shifted to the partner. With two 5-card suits of *nearly equal* strength, it matters not at all whether the partner shows a preference for the stronger or the weaker; it is better to play with the trump the partner indicates. If the two suits, for example, be—

♠ A-K-x-x-x
♡ A-K-Q-x-x

it will almost certainly be wiser to play with Spades the trump than it will with Hearts if partner have—

♠ x-x-x
♡ x-x

But when one suit is *both longer and stronger* than the other, it is not wise to depend upon the partner's preference; the difference in his hand in favor of the suit he is selecting may be much less than the difference between the two suits in the hand that is to become the closed hand.

Under these conditions the stronger Major suit, even when it is the lower-valued, should be bid first. With—

♠ A-Q-x-x
♡ A-K-Q-x-x

Hearts should be bid first for two reasons. *First:* The Spade might be left in when the Heart would be a much more desirable trump. *Second:* Should the Spade be overcalled and the Hearts then declared,

the partner might show a preference for the Spade with a difference so slight that the Spade would be a less productive trump for the combined hands.

But while these reasons are so convincing that, with a hand of this character, expert opinion would favor the Heart, there is always a serious chance that the game may be there in the Spade and not in the Heart, and that bidding the 5-card Heart at the only time at which a one-bid can be made and the 4-card Spade can be safely named, may be fatal because by the time another chance to bid arrives, the amount that has to be ventured may be so high that a 4-card suit would not be long enough to justify the risk.[1] Every skilled bidder deprecates being obliged to name an original Heart when he has four Spades headed by any two of the three top honors, but when the Heart has the advantage of *both length and strength* it is dangerous to say virtually "partner choose," and that is what bidding first higher and then lower does, although it indicates at least as great and possibly greater length in the lower.

When the strength of the 4-card Spade and the 5-card Heart is equal or nearly equal (for example, Spades A-Q-x-x or A-K-x-x and Hearts A-Q-x-x-x), so that the Heart does not have *both* length and strength in its favor but only length, we have a

[1] Even when the bidding does permit the Spades to be shown by a two-bid on the second round (for example, second hand two Clubs followed by two passes), the call of two Spades would suggest to the partner greater length and less strength in Spades than in Hearts, which of course would be conveying exactly the opposite to the correct information.

case in which expert opinion is still divided but in which the editorial opinion of the *Work-Whitehead Auction Bridge Bulletin* has been most unequivocally and emphatically rendered pro the Spade.

When the strong Spade is longer than the equally strong Heart, the general opinion is that the Spade should bid first and that the showing of the Heart later must be dependent upon the exact strength of the hand and the development of the bidding.[1]

When the holding is a 4-card Major and a 5-card Minor a different question presents itself. If the Minor be bid initially it may stand or the partner may bid No Trump; and the game, easy if the Major be the trump, may be impossible at either the Minor or No Trump. Take a dealer's holding such as—

♠ x-x-x
♡ A-Q-x-x
◇ A-Q-J-x-x
♣ K

If the dealer bid one Diamond and the partner one No Trump, it would not be wise to take out the No Trump with two Hearts, as that would look to the partner as if the dealer had five or more Hearts, without tops. But with such a hand the dealer is bound to realize that there may be game in Hearts and not in No Trump.

[1] One of our most dependable authorities advocates that the holder of a strong Major semi two-suiter should bid the 4-card suit first, regardless of whether it be the higher or the lower (Spades or Hearts) so as to simplify the showing of both The obvious objection is that it may force the partner to overbid if he has to raise to show a preference. This plan may be worked out and become conventional in the future, but it is still in embryo.

Another complication that might follow an opening bid of one Diamond is that second hand might bid two or three Spades; if that bid be passed to the dealer, it would be very dangerous for him then to bid three or four Hearts; and yet the combined hands may produce game with Hearts the trump.

It will be realized therefore that all methods of reasoning emphasize the principle (too little appreciated by the rank and file of Bridge players) that with a strong 4-card Major and side strength, *it is dangerous not to bid the Major initially.*

No rule is infallible; any plan of bidding may work badly in some cases. In the long run, however, the most satisfactory results will be produced by naming a 4-card Major in preference to a 5-card Minor, whenever the Major is strong enough for an initial bid (see table pages 31–32). If the partner do not respond to the Major bid, the Minor (a 5-card suit) can generally be bid later; but, as has been explained above, it is not wise to plan a bidding campaign upon the theory that it is advisable to postpone the bidding of a 4-card Major suit.

It may now be appropriate to mention that the science of modern conventional bidding has created, by a secondary declaration a safeguard of great value for the original 4-card bid. This can best be explained by illustration. Suppose a dealer holds—

♠ A-K-x-x
♡ A-K-x-x-x
◇ x-x-x
♣ K

and that he bids one Spade; second hand, two of a Minor; partner, two Spades; fourth hand, pass. Dealer should then bid three Hearts to show that his original bid was a 4-carder and that his second bid is a 5-carder. After the same bidding, with A-K-x-x-x in Spades, he should pass. The rule may be stated as follows: When a 4-card suit has been bid originally and has been raised by the partner after a bid by the intervening adversary (but not after a pass by the adversary and a jump bid by the partner) and the original bidder has a strong lower-valued *5-card suit* (Major or Minor), he should overcall his partner's bid with it if his hand justify another raise. This shows the partner that the first suit is a 4-carder and gives him a choice between it and the secondary 5-card bid. This convention is a valuable addition to the vocabulary of auction, but the inexperienced player is warned to distinguish carefully between cases in which the partner has bid and those in which he has not. If the bidding were "one Spade, Pass, Pass, two Clubs," a bid of two Hearts or two Diamonds by dealer would not deny five Spades; it only does so after the partner has assisted (but not jumped) the Spade.

HOW TO BID WITH TWO 4-CARD SUITS

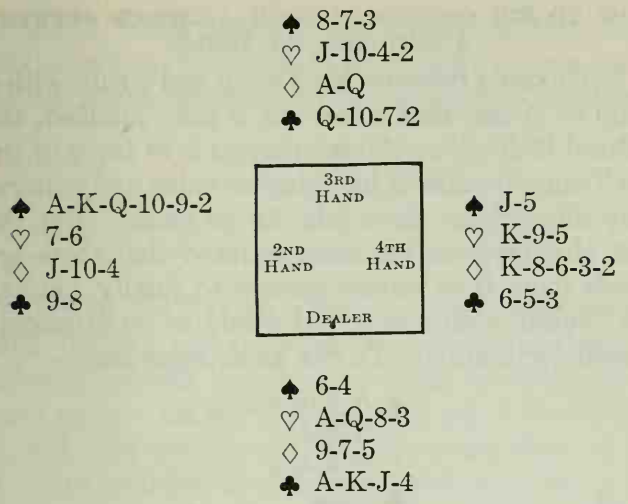
With two 4-card suits, when both are Majors or both are Minors, it is generally advisable to bid the stronger; to bid the weaker because it is the higher-valued, with the idea of bidding the lower-valued later, is not advisable unless the hand is so strong

that it will justify a reasonably high bid with the lower-valued, but stronger, 4-card suit.

With two 4-card suits, one a Major, the other a Minor; *the Major,* if strong enough to bid, *should unquestionably be bid first.* This statement is made with the full realization that it is contrary to the dictates of some teachers. The theory that it is desirable to bid a Minor as a No Trump invitation is sound; but those who advocate bidding a 4-card Minor ahead of a 4-card Major fail to realize that bidding one of a Major is exactly as pressing a No Trump invitation as bidding one of a Minor.

When the combined holding of two partners is such that a game may be won with No Trump, and the original bidder has two 4-card suits both strong enough to bid, it probably makes no difference which suit is bid originally; in either case the No Trump will probably be bid and won in exactly the same way. But often the combined holding will produce game in a Major but not in a Minor or No Trump, and in that case the only way to get on the right track will probably be to bid the Major originally. It is conceded that *occasionally* there will be game in No Trump and not in the Major, and the partner who would have bid No Trump over the Minor will permit the Major to stand; but such losses are infrequent and do not nearly offset the gains which result from the selection of the Major.

Innumerable examples of hands of this character could be given; but the same principle is involved in all.



It will be noted that if the dealer with two 4-card suits start the bidding with one Heart, his partner will overcall second hand's Spade bid with Hearts; but if dealer start with one Club, the partner will overbid the second hand with Clubs. Second hand is apt to bid two Spades and it would be wild and misleading bidding for dealer, with only four Hearts, to overcall his partner's three Clubs with three Hearts; so the question of whether the hand be played at Hearts or Clubs is very apt to depend upon the first bid. Here as in the case of many deals, the same number of tricks (ten) can be made regardless of whether the Major or the Minor be the trump; but (if the score be love) winning ten tricks with Hearts means game, with Clubs it means falling one short of the goal.

HOW TO BID ORIGINALLY WITH A CHOICE BETWEEN A SUIT AND NO TRUMP

In choosing between No Trump and a suit, with a hand so strong that either bid is fully justified, the natural inclination of most players is in favor of the No Trump because it has a higher value and requires only nine tricks (three odd) to go game. But the test of experience has demonstrated that there are hands more than strong enough to justify bidding No Trump, with which that would be an extremely foolish declaration. To cite an extreme case—

♠ A-K-Q-x-x
♡ A-K-Q-x
◇ A-K-Q-x
♣ None

Here is a hand containing three Aces, and with three Kings and three Queens more strength than the minimum No Trump requirement; but only an ignorant or thoughtless player, with a practically assured game at Spades, would take the grave risk of permitting the adversaries to save game by running a long Club suit at No Trump.

When the 5-card Major is not so strong as in the above example, the reason for the Major bid is not so apparent; but nevertheless it exists whenever the hand has a vulnerable point for the No Trump. It takes only one more trick to go game in a Major than in No Trump and, with a defenseless suit, it is much safer to declare a strong Major.

Choosing between No Trump and a Minor is not the same thing as choosing between No Trump and

a Major. To illustrate the difference between a Major, which requires only ten tricks for game, and a Minor which requires eleven, take such a hand as—

Suit 1 A-J-10-x-x
" 2 K-Q-10
" 3 A-Q
" 4 x-x-x

Played at No Trump, there is considerable danger that partner will be weak in suit 4 and that the adversaries will win enough tricks in that suit to save game. On the other hand, if suit 1 be a Minor it will take two more tricks for game than at No Trump; and No Trump, even with the risk, is the declaration generally selected by expert bidders. But when suit 1 is a Major, the risk is not worth taking and the Major should be bid; particularly as it is generally possible, with a hand of the type shown, to win one more trick with the 5-card trump contract than can be won at No Trump.

When an initial bidder has a choice between a 5-card Major bid and a 3-suit No Trumper (his defenseless suit containing two or more cards), his chances of making game in either are good; but when the remaining thirty-nine cards are divided so that there is game in one but not in the other, there are at least two hands in which the game is in the suit but not in the No Trump to every one in which the game is in the No Trump but not in the suit. That, however, is not nearly all. Whenever there is game in the No Trump and not in the suit, the

partner is sure to be short of the suit and to have some side strength. Under such conditions he is almost sure to take out the suit-bid and give the initial bidder, who named the suit instead of the No Trump, a chance to bid again and to get into the game-going declaration. But when No Trump is bid initially, the partner has no means of knowing which of the bidder's suits are strong and which weak.

Of course these conclusions do not apply in the case of an initial Minor bid because of the extra trick required to make game with a Minor trump.

A good rule to follow when choosing between a No Trump (with one defenseless suit of two or more cards) and a 5-card suit (the hand containing ample strength to warrant either bid) is to select the suit when it is a Major and is headed by the Ace or by *any two* honors, the No Trump when the Major has less than that honor strength or when the suit is a Minor. When the hand contains a defenseless singleton or a void suit, the strong suit should be bid even when it is a Minor. Such a holding is not a "No Trump distribution."

There is another consideration which often governs a player when choosing between No Trump and a strong 5-card Minor; that is, the comparative skill of himself and his partner. If he esteem himself the better player, he will bid No Trump; but if he yield the palm to his partner, he will bid the Minor with the hope that opening the bidding in that manner will result in the contract's being obtained by his partner.

There are also many who are unwilling to risk a No Trump with a defenseless doubleton and who elect in favor of a 5-card Minor, postponing the No Trump until they ascertain where the strength and length in the doubleton suit is located. When that length and strength are in the adverse hand on the left, this conservatism is apt to be rewarded; but the advantage in position conferred by an opening No Trump bid as compared with an opening Minor bid goes a long way toward justifying the No Trump risk.

THE CHOICE WHEN THE FOUR SUITS ARE ALL STOPPED

When all four suits are stopped, a Minor bid is generally out of the question; and No Trump is generally a wiser bid than a Major, unless the latter contains four honors or more than five cards. But even with the four suits stopped, the presence of a singleton Ace or two singly guarded short suits may make a 5-card Major the wiser bid; with three honors in the Major, it certainly would.

THE CHOICE BETWEEN A NO TRUMP AND A 4-CARD MAJOR

While the bidding of a strong 4-card Major is advocated with the class of hands which appear in table on pages 31–32, and while a strong 4-card Major should be given the preference over either a 4-card or 5-card Minor, and while the bidding of a 5-card Major is generally better than a No Trump (with hands justifying either bid but in which there

is a vulnerable spot in the No Trump defense); it must nevertheless be conceded that with a hand containing one defenseless suit, which gives the bidder a choice between a No Trump and a 4-card Major, the question of which bid should be made is very difficult to determine.

Game is much less apt to be made with a Major suit when the closed hand contains four trumps than when it has five, and the high cards in the hand are just as valuable for a No Trump. On the other hand, when there is the menace of a short defenseless suit and a partner who understands modern bidding and can be relied upon to take out a Major in denial situations, the Major-bid, even with four cards, may be preferable. The three hands that follow, supposed to be held by dealer, illustrate this situation.

	(1)	(2)	(3)
♠	A-K-x-x	A-K-x-x	A-K-x-x
♡	x	x-x	x-x-x
◇	A-K-x-x	A-K-x	A-K-x
♣	A-K-x-x	A-K-x-x	A-K-x

In (1) the worthless singleton makes a No Trump inadvisable, see (*b*) on page 75.

In (2) the choice is close, see (*d*) on page 75; with but two spade honors and three aces the No Trump is possibly the better guess.

In (3) the length of the defenseless suit makes the No Trump preferable, see (*c*) on page 75.

The following rule to be applied when this per-

plexing situation appears was first suggested by the *Work-Whitehead Auction Bridge Bulletin.* (In all cases the hand is supposed to contain one defenseless suit, and a 4-card Major; the hand is also supposed to have the qualifications both for a Major suit-bid and for No Trump.)

(*a*) When the Major is A-K-Q-x, or consists of four honors, bid the Major.

(*b*) When the defenseless suit is blank or a singleton, bid the Major.

(*c*) When the defenseless suit contains three or more cards, and the honor-strength is less than in (*a*), bid No Trump.

(*d*) When the defenseless suit contains exactly two cards, and the honor-strength is less than in (*a*), the bidder must be guided by his thirteen cards taken as a whole; his inclination being distinctly toward the Major when it contains three honors.

VII

INITIAL BIDS OF MORE THAN ONE

If the Laws of Auction Bridge limited a player's score to the amount of his bid, it is evident that with a strong hand he would always bid more than one originally. But a player who fulfils his contract is entitled to score all that he wins. If he make four-odd in Spades, he scores 36 and goes game regardless of whether his bid was one Spade or four Spades. If he bid one and make three-odd, he scores 27; but if he bid four and make three-odd he fails to make his contract, does not score, and his adversaries receive a bonus. It is therefore evident that when an original bidder opens the auction with a bid of more than one, he assumes an increased risk of failure, without any compensating advance in his score should he succeed: he must therefore have some reason, not connected with the score, for bidding more than is necessary. There are two such reasons, either or both of which may make it advantageous to open the bidding with a declaration of two, three, four or even five. These reasons are (*a*) the desire to give the partner special information concerning the character of the hand and (*b*) the wish to pre-empt.

A pre-emptive bid is a bid higher than is necessary (*e. g.*, three as an original bid or four over a

bid of one or two), and is made with the hope that it may shut out some undesired adverse bid. It may be neither opponent is strong enough to overcall a high original bid, but if either be allowed to start with a small bid he will find his partner with assisting strength, and a successful adverse contract may result which neither opponent would venture without encouragement from the other.

Another advantage incident to a pre-emptive bid is that it may prevent an adverse bid which, if made, would give important lead-indicating information to the other adversary.

Initial Suit-Bids of Two

Initial suit-bids of two are made for one definite informatory purpose rather than to pre-empt. It is true that in isolated instances a bid of two may pre-empt, especially if it be two Spades, but this is merely an improbable and incidental advantage, not the object of the bid.

Formerly the initial bid of two of a suit meant one thing when the suit was a Major, but another when it was a Minor. This variegated two-bid proved too complicated and confusing for most players and any benefit which might be derived from it proved insufficient to compensate for losses occasioned by the doubt and misunderstanding connected with it. Therefore it has been generally agreed that initial suit-bids of two, regardless of whether made in a Major or a Minor, shall have exactly the same meaning. This is a long step forward toward the

goal of simplicity and enables the subsequent bidding of the partner to be based upon accurate and definite information.

The one and only holding which, in these days, justifies an initial suit-bid of two is Ace-King-Queen-x-x-x. The remainder of the hand may be trickless or may contain a little strength. Limiting the bid to so definite a holding as the three top honors and three small cards, gives it a fixed meaning and makes it convey information of unusual accuracy and great value to the partner. To illustrate, suppose a dealer holds—

♠ x
♡ x-x
◇ A-K-Q-x-x-x
♣ x-x-x-x

and bids one Diamond, second hand bids three Spades and that the third hand has the Spades stopped once, and a holding with which he could safely bid three No Trumps if he knew the dealer could take *six* Diamond tricks; but with which, without such knowledge, so high a No Trump bid would be utterly unwarranted. Take, for example, such a third hand as—

♠ K-x		♠ Q-10-x
♡ J-10-x-x	or	♡ Q-J-x
◇ x-x-x		◇ J-x
♣ A-K-x-x		♣ A-K-x-x-x

The game is there and will be made readily, if by a two-bid, the dealer has shown his partner six Dia-

mond tricks; but if, by a bid of one, he tells merely a part of his story, the pre-emptive three-Spade bid will accomplish its purpose because neither third hand nor dealer will dare to overcall it.

When bid in a Major, the initial two-bid has the same No Trump value that it has in a Minor; and in addition it may justify a raise of the Major which otherwise would be unwarranted. Suppose that South bid two Hearts, West three Spades; North holding—

♠ x-x-x
♡ J-x
◇ A-x-x-x
♣ A-K-Q-x

could safely bid four Hearts; but had South bid one Heart, North would properly hesitate about advancing from one to four a Heart bid which might have been made with only four Hearts.

Even in a Minor, the two-bid may have a potential suit-bid value. For example: dealer bids two Clubs, second hand three or four Spades. Third hand may have a holding which, after dealer's initial *two* Clubs, would justify a bid of four or five Clubs (whichever may be necessary); but which would not warrant any such bid had dealer started with *one* Club. Should third hand pass, after the second hand Spade bid, dealer could not bid four or five Clubs; yet there may be game in Clubs and the original two-bid may be the only way to obtain it.

A few examples of the modern suit-bid of two follow.

Hands Which Justify an Initial Suit-Bid of Two

(No. 1)
♠ A-K-Q-x-x-x
♡ x-x
◇ x-x-x
♣ x-x

(No. 2)
♠ x-x-x
♡ x-x-x
◇ A-K-Q-x-x-x
♣ x

(No. 3)
♠ x-x
♡ x-x-x
◇ K-x
♣ A-K-Q-J-x-x

(No. 4)
♠ x
♡ Q-x-x
◇ A-K-Q-J-x-x-x
♣ x-x

(No. 5)
♠ x-x
♡ A-K-Q-x-x-x
◇ Q-x-x
♣ K-x

(No. 6)
♠ x-x
♡ x-x
◇ x-x
♣ A-K-Q-x-x-x-x

It will be noticed that in some of the above examples a little additional length or side strength is shown; even the presence of a side Ace or King in addition to A-K-Q-x-x-x in the suit named need not bar the initial two-bid because exactly the same response would be hoped for from partner; but with much side strength two is unnecessary, as such a hand is strong enough to rebid over any adverse declaration apt to be made. When the six-card Ace-King-Queen suit is a Major and the hand contains an Ace or King at the head of the other Major, one should be bid so that the partner will not be discouraged from bidding the other Major.

Hands Which Do Not Justify an Initial Bid of Two

♠ A-K-Q-x-x-x ♡ K-x-x ◇ x ♣ x-x-x	The Heart holding makes it wiser to bid one Spade.
♠ x ♡ A-K-Q-x-x-x ◇ A-K-Q-x ♣ x-x	A pre-empting hand; should bid more than two.
♠ A-K-J-x-x-x ♡ x-x ◇ x-x ♣ A-Q-J	To bid two would convey false Spade information (the honor-combination not being A-K-Q); besides, the Club strength makes it a better one-bid.
♠ x-x ♡ x-x ◇ x-x ♣ A-K-x-x-x-x-x	The seventh Club would not bar the two-bid if the Ace-King-Queen headed the suit, but added length is not an adequate substitute for the Queen.

Some writers and teachers hold that two of a suit should never be bid originally; in other words that every original suit-bid should be one or more than two. A sufficient answer is obvious; the initial two-bid having now a single definite meaning, abandoning it is merely giving up something for nothing.

Passing from the consideration of two-bids, our attention is next called to initial bids of more than two; but before taking them up it is important to

realize fully that when the initial bidder's hand is such that he desires his partner to change the declaration if weak and short in the suit initially bid, *one* should be the initial bid; with any such hand a high bid is most unfortunate, it is virtually saying, "Partner, do not make a bid which, if made, would be better than my declaration for our combined hands."

AN INITIAL SUIT-BID OF MORE THAN TWO IS PRE-EMPTIVE

An initial bid of more than two, either in a Major or Minor, is a pre-emptive declaration and indicates that the bidder has good reason to hope that he will win the game should the suit named be the trump. It also indicates that the bidder is very weak in some other direction and is trying to shut out some particular bid. With general strength, pre-empting is not advisable.[1]

The pre-emptive bid has five objects:

(1) It gives valuable information to the partner regarding the number of tricks the hand can take with a certain trump.

(2) It may prevent an adverse contract which could go game.

(3) It may prevent an opposing bid which, if made, would direct a lead most advantageous to the opponents.

[1] With general strength, a bid from the partner is valuable, as it must convey important information; a bid from the adversaries is not to be feared and may produce an opportunity for a profitable double.

(4) It may prevent an opposing bid which, if made, would be advanced by the partner of its maker to such a height that the initial bidder would be forced into a losing contract.

(5) It may induce the opponents to make an unwarranted bid that they would not otherwise attempt, and consequently may produce a heavy penalty that would not otherwise be obtained.

To gather fully the benefits of the pre-emptive bid, the bidder must have nerve. A pre-emptive bid which should accomplish its purpose, is apt to fail when the bidder is timid and attempts to get off too cheaply.

A real pre-empting hand contains an unusual distribution of cards, and when one hand has this the others are apt to be similarly constituted. The chances are, therefore, that a bid of two of a Major or three of a Minor will be overcalled promptly, and once that happens the main object of the declaration is lost. An initial three or four of a Major or of four or five of a Minor is much more apt to stand and may be cheaper in the end.

A sound pre-emptive bid is made with a hand which either in itself ensures game if the bid stand, or which requires but little help from the partner to accomplish that purpose. The hand should also be of such character that if it had been started with a bid of one and partner, denying the original bid, had overcalled *with another declaration*, the original

bidder would feel obligated to return to his own suit. In other words it should be a hand in which no other bid (either from partner or adversaries) is desired. A pre-empting bid may be made in a Minor suit, but in that case the bidder assumes a grave responsibility; he is not apt to succeed in shutting out the adversaries unless he bid four or five (a Minor three generally has the effect of whetting the bidding inclination of the adversaries). He also tells his partner not to shift to a higher-valued declaration unless the partner's hand assures him that he is practically certain of a game which will produce a larger score than the original Minor.

The large majority of pre-emptive bids are, therefore, made in a Major suit. To justify a pre-emptive declaration the hand of the player who makes it must contain:

1. A most distinct probability of game if the bid stand.
2. Great length and strength in the suit bid.
3. Generally, if made in a Major, shortness and weakness in the other Major.[1]
4. The number of tricks shown in the tabulation on the next page.

[1] An exception to this rule would be a hand with which game, with a large honor score, would be assured if the initial bid stand, and in which a take-out by the partner is not desired even if he be short of the suit bid and long of the other Major. Such a holding as—

Spades	A-K-Q-J-x-x-x
Hearts	A-Q-J-x
Diamonds	x-x
Clubs	None

The honors make it advisable to play with Spades the trump, even if the partner have Hearts; and the two weak Minors make pre-empting advisable.

NUMBER OF TRICKS NECESSARY TO BID MORE THAN ONE ORIGINALLY

To justify an original bid of more than one, the hand of its maker must be able, provided the bid made be the trump, to meet the following requirements as to its trick-taking power.

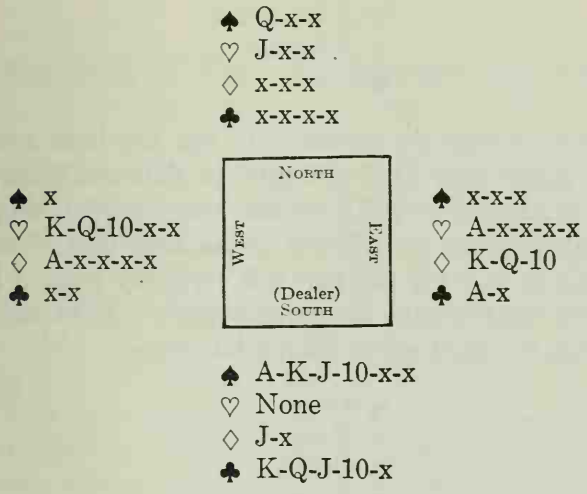
A bid of two shows Ace-King-Queen-x-x-x.

A bid of three shows seven tricks.

A bid of four shows nine tricks.

A bid of five shows eleven probable tricks.

An example showing the value of pre-empting, when the conditions warrant it, follows:



The dealer and partner can make four in Spades; their opponents a small slam in Hearts. If the Hearts be once mentioned by either opponent, the other will advance the bid until the dealer is overbid

or pushed to a contract he cannot fulfil. His only chance is to pre-empt so strongly that his first bid will secure the contract. A bid of three may accomplish this, four surely will. The hand has sufficient strength to justify a bid of four and that bid ensures a game that can only be obtained by bold pre-empting.

The following is an example of a pre-emptive bid which places an opponent in an awkward position. The dealer opens with three Spades and the second hand holds—

♠ None
♡ A-Q-x-x-x-x
◇ A-J-x-x-x
♣ x-x

He knows that the pre-emptive bid has been made with Spade and Club strength to shut out Hearts, that the Spade bid, if it become the contract, might readily produce an adverse game, and that should he fail to bid his partner will certainly pass. He realizes that should his partner have a little assistance at the right spots, such a hand as—

♠ x-x-x
♡ K-x-x
◇ Q-10-x
♣ x-x-x-x

four or five odd in Hearts would be easy. But the reverse is just as apt to be the case. His partner may have a bust and the third hand may hold—

♠ x-x
♡ K-J-x-x
◇ K-Q-10-x
♣ x-x-x

which would mean being set for 500 or more.

When such situations occur, all the opponent can do is *guess* whether overcalling the initial bid is more apt to give him the game with a big score, or to cost a 500 penalty; he may readily make the wrong guess and when he does the pre-emptive bid deserves the credit.

Examples of When to Pre-empt and When Not to Do So

Before leaving the subject of pre-empting, it may be advisable to lay out and play, or if not that to examine carefully, two deals given below in one of which pre-emption is essential while in the other it is fatal. The student of the game should distinguish between the two types, and appreciate why the two should be bid so differently.

The first of the two deals to follow (page 88) resembles the deal on page 85, the main difference being that pre-emption would shut out a small slam in one and a grand slam in the other. In the deal on the next page, with Hearts trump, West's losing Club would be discarded on East's fifth Diamond.

♠ 10-7-4
♡ 10-7
◇ K-8-6-4
♣ 9-8-4-2

♠ 9-6-2
♡ A-K-J-9-4-2
◇ 9-3
♣ A-6

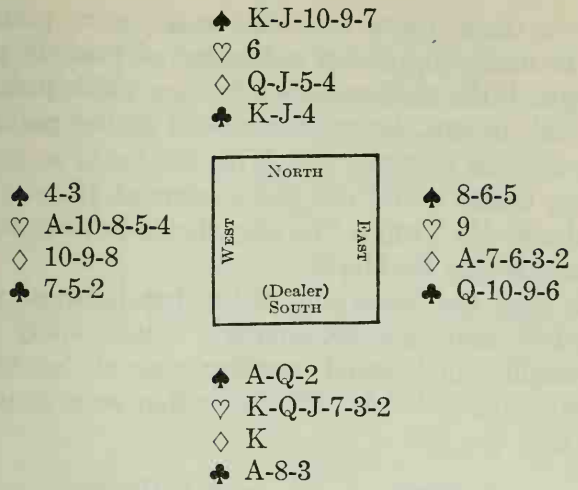
♠ None
♡ Q-8-6-5-3
◇ A-Q-7-5-2
♣ 7-5-3

♠ A-K-Q-J-8-5-3
♡ None
◇ J-10
♣ K-Q-J-10

It will be noticed in this deal that if dealer bid four Spades (the sound pre-emptive declaration, fully justified by the holding) he is practically sure to obtain the contract, neither adversary being strong enough, unassisted, to bid five Hearts. But if dealer fail to pre-empt to the limit, one of the adversaries will bid Hearts and be advanced in that declaration by his partner. Played by dealer at Spades, ten tricks should be taken; dealer winning game and scoring 126 points; 36 for tricks, 90 for honors. Played by West at Hearts, a grand slam should be made, which would win a game of 196 points; 56 for tricks, 40 for honors, 100 for slam.

It will, therefore, be seen that in this deal a difference of 322 points and a game, hinges upon whether the dealer is a sound pre-emptive bidder.

The other deal, referred to on page 87, is—



It will be noticed in this deal that, although the dealer is strong enough to bid three Hearts, it would be a foolish bid because he desires his partner, if short and weak in Hearts, to make any other bid his hand justifies. If North have a Spade bid, it will surely be much wiser for North to play Spades than for South to play Hearts. If North bid Diamonds, that announcement of Heart shortness and weakness, and Diamond strength, will surely be of aid to the dealer in the subsequent bidding. If North bid No Trump, dealer would be justified in passing or in bidding two Hearts, showing by the Heart rebid more than five Hearts; this rebid would paint a perfect picture of South's hand for North and enable him to pick accurately the more profitable declaration. Should dealer bid initially

three or more Hearts, he would be asking his partner not to make any one of a number of possible bids and yet, if the partner have a holding which justifies any bid, it must be most beneficial to the partnership for him to make it. With the cards as given above, dealer would not make game at Hearts; at Spades or No Trump (the play should be at Spades) a game is easy for North.

So that the important distinction between pre-emptive and non-pre-emptive hands may be thoroughly understood another pair of hands is given in parallel. At first glance they seem similar, but they are not.

♠ None	♠ A-K-Q-x-x-x
♡ A-K-J-x-x-x	♡ K-10-x-x
◇ x-x-x	◇ None
♣ A-K-Q-x	♣ A-K-Q

With the hand on the left, at least *four* Hearts should be bid so as to shut out *all* Spade bids; but with the hand on the right, although its Spades are a point stronger than the Hearts of the hand on the left, the first bid should be *one* Spade because it may be advantageous for the partner to bid Hearts. If the partner be very short in Spades but long and strong in Hearts (in other words if he have a hand with which he would take out one Spade with two Hearts), the result at Hearts might be quite a bit better than it would be at Spades.

As Hearts can be overcalled with an equal number of Spades, and as it takes a higher bid to overcall

Spades with Hearts, there is more need for pre-empting to the limit when bidding Hearts with the hope of shutting out Spades, than there is when bidding Spades to shut out Hearts. With

♠ A-K-Q-J-x-x-x
♡ None
◇ x-x
♣ A-K-Q-x

the sound bid would be *four* Spades, but with

♠ None
♡ A-K-Q-J-x-x-x
◇ x-x
♣ A-K-Q-x

it would be *five* Hearts.

Hands Which Are Too Strong to Pre-empt

Occasionally a hand turns up which fulfils every pre-emptive requirement but which is so strong that it is unwise to bid more than one. A dealer who held thirteen Spades would be strong enough to bid seven, but it would be foolish for him to bid more than one because he would be anxious to be doubled and that will be more apt to happen if he start with one and raise his bid (if opportunity offer) one each time, until he obtains the contract. So it would be with such a hand as—

♠ K-Q-J-10-x-x-x-x
♡ None
◇ A
♣ A-K-Q-J

The hand is worth twelve tricks. Six Spades would be a safe pre-emptive bid; but if it be made, an adversary would not be as apt to double as he would be if dealer start with a bid of one.

It is possible that the adversaries will bid and that dealer will be forced up apparently higher than he wishes to go; if this happen and the Ace of Spades be adversely held, a double is apt to follow.

With such a hand as—

♠ x
♡ A-K-Q-x-x-x-x-x
♢ A-K-Q-x
♣ None

the question is whether adverse bidding should be courted or shunned. With Hearts trump, the hand is good for eleven tricks, probably twelve. By bidding five Hearts at the start, the contract can probably be pre-empted. By bidding one Heart at the start, a double of four or five Hearts may be obtained; on the other hand, it may be that the adversaries (if allowed to show each other their strength) can bid (and make) six Spades. It is clear that the bidder should not adopt any half-way expedient such as a bid of three or four Hearts; he should bid five or one. The conservative bidder would say five, the chance-taker would bid one.

When to Bid Two No Trumps

With four Aces, especially when one of them is a singleton or has but one small card with it, a pre-

emptive bid of two No Trumps is generally approved, but not regarded as obligatory. The chances are that the partner will furnish some assistance; if so, the declaration may reasonably be expected to show a net gain because, even should it go down one, it is still worth 50.[1] Furthermore, there are some cases in which the shutting out of a lead-directing bid by fourth hand is the factor which determines the success or failure of a No Trump.

There are also some hands with a long solid Minor and with either three suits stopped once or with two bare side Aces, with which it is wise to shut out a lead-directing bid by bidding two No Trumps. These hands are not, however, of frequent occurrence. With the vast majority of No Trumpers, one is a better bid than two, as it permits the partner to take out when he holds a strong Major.

[1] 100 for Aces, less 50 for penalty.

VIII

ORIGINAL THIRD HAND BIDS

When Third Hand bids, after two passes, he is making an original but not an initial bid and he is affected by considerations which do not concern an initial bidder, viz.:

(1) His partner, who has passed, should not be counted upon for as much strength as may be expected from a player who has not had an opportunity to declare. Partner's pass does not, by any means, announce a bust, but it does negative any considerable strength. A passing hand cannot be expected to have two quick tricks.

(2) The adverse strength is apparently banked on the left of third hand.

(3) If third hand have but little general strength, it is probable that the final bid will be made on his left. Therefore in spite of considerations 1 and 2, a bid by third hand is tempting when he has a suit not strong enough to have been bid initially, but nevertheless one that he desires his partner to lead.

(4) There is always a chance that dealer and second hand may have passed with hands

just short of bidding strength and that should third hand pass, fourth hand will not open the bidding. The passing out of the hand is the best outcome a third hand with but moderate strength can possibly expect.

(5) The desire of an initial bidder to show two quick tricks (if he have them) to a possibly strong partner should not be felt by a third hand whose partner has indicated lack of strength by passing. Therefore a third hand original bid should show greater strength than an initial bid; and, both from the standpoint of safety and of fully informing the partner, such bid should not be made without such extra strength.

Original Third Hand No Trumpers

To bid a No Trump, despite his partner's pass, third hand should have materially greater strength than would be required for an initial bid. An original No Trump should not be bid by third hand unless his hand be approximately an Ace, instead of only a Jack, better than average. Typical examples of sound third hand No Trumpers follow:

♠ A-x-x-x	♠ A-J-x	♠ K-J-x
♡ A-J-x	♡ K-Q-10	♡ K-Q-10
◇ K-10-x	◇ A-x-x-x	◇ A-Q
♣ Q-10-x	♣ x-x-x	♣ 10-x-x-x-x

Third Hand Suit-Bids

For years the general practice was for third hand, without any specific number of tricks, to bid one of a suit that he desired his partner to lead if the expected No Trump should be bid on his left.

While this was advisable from the lead-indicating viewpoint, there are two practical objections to it.

(*a*) It opens the bidding with weak hands, some of which would be passed out by fourth hand.

(*b*) It permits an original bid without a fixed strength standard and consequently places serious difficulties in the path of the dealer when he is in doubt whether he should raise third hand's original bid.

It therefore seems wiser to reverse the old rule and make third hand's original suit-bid of one show a holding of a little *greater* strength than is required for a minimum-strength initial suit-bid of one. This requirement of additional strength applies to the third hand bidding regardless of the length of the suit.

It is difficult and perhaps unwise to offer an exact statement of what this additional strength should be; it will probably be sufficiently definite to state it as being approximately a King. Typical examples of sound original third hand suit-bids follow:

♠ A-K-x-x-x	♠ A-Q-x-x-x
♡ K-x-x	♡ A-Q-x
◇ x-x	◇ x-x
♣ x-x-x	♣ x-x-x

♠ A-K-x-x	♠ Q-x-x-x
♡ x-x-x	♡ A-K-J-x
◇ A-K-x	◇ A-x-x
♣ x-x-x	♣ x-x

A pre-emptive bid, even with a partner too weak to open the bidding, is advisable whenever third hand has a suit of such length and strength that, with it the trump, a game seems probable. Such a bid does not of necessity show Aces or Kings, nor does it deny them; it merely guarantees that the hand will take within one or two of the number of tricks bid. An initial bidder with only seven tricks may bid to take nine; and a third hand may bid one or two more than his actual trick-taking strength, because even a partner who has passed may be expected to be of some little help.

IX

ORIGINAL FOURTH HAND BIDS

After three passes the fourth hand generally holds a combination of cards which makes a bid by him unmistakable. The other players having shown weakness, or at least the absence of offensive strength, fourth hand is apt to have an obvious No Trump or Major declaration. When, however, fourth hand after three passes finds himself without a plainly indicated bid, his problem is whether it is more probable that he and his partner, or the opponents, will profit should the hand be played. When he has a little better than average, or an average hand, and his partner has passed with considerable strength, passing may forfeit an opportunity for game or at least a substantial score. On the other hand, when dealer and third hand have passed with hands only slightly below bidding strength, and second hand has a bust, fourth hand by bidding may present a game to the opponents.

The chances are that with average strength in fourth hand there is similar strength in each of the other hands, and that no player has a *bona fide* bid. Should fourth hand diagnose this to be the situation, it is wiser for him to pass. Struggling for a doubtful odd trick is not worth while unless (with an

advanced score) that trick will win the game. From a love score when the only question is whether one odd can be scored, the player who attempts to make it is really playing against odds of at least five to one. Ten is the maximum that each odd trick will produce and there is a penalty of fifty for each undertrick.

The most difficult position for fourth hand comes when his hand indicates that, if he bid, there is a remote (but only a remote) possibility of game; and a real probability of making a good score. In such case, whether to bid or not to bid, is a question depending upon whether the opening of the bidding might let in a belated adverse suit-bid which would go game. It requires some self-restraint to give up promising cards, but the Bridge table witnesses no greater boomerang than the fourth hand original bid which results in an adverse game. The adverse game, after an original fourth hand bid, is generally made when one of the adversaries bids secondarily a long-weak Major suit and finds support in his partner's hand; so strength in *both* Majors will often justify a fourth hand bid when, if the same strength were in one Major and a Minor or in two Minors, a pass would be in order.

It is not wise to lay down any hard and fast rules for an original fourth hand bid. The player sitting in that responsible position and holding a doubtful hand, should consider the characteristics of the players at the table and decide whether an opponent or partner is more apt to have passed a strong

hand. But after all the real test is: has the fourth hand such strength that, with the aid he may reasonably expect from a passing partner, he has a reasonable chance of game? If so (and of course the score is an important factor in determining this) he should bid; if not, a pass is unquestionably both conservative and sound.

X

DOUBLES

Before taking up the subject of Later Bids (*i. e.*, any bid made after an Original Bid), the subject of doubling should be thoroughly covered. A double has the same effect as a bid in prolonging the auction; and this chapter is devoted to the Informatory and Business Doubles, the Informatory and Business passes, and the bidding and redoubling which form a part of the whole doubling scheme.

For some years after Auction Bridge was brought to this country, the bid of an opponent was not doubled unless the doubler expected to defeat the contract and desired a double penalty. The double made to obtain a double penalty is still as important a factor in the game as ever and is now called the Business Double to distinguish it from another double, generally known as the Informatory Double.[1]

The Business Double can rarely be used advantageously at an early period of the bidding because doubling a low bid with the expectation of obtain-

[1] Lately some writers have rechristened the Informatory Double, calling it the Negative Double merely because they prefer the latter name, not with any idea that the Negative should in any way differ from the Informatory. They have not, however, as would have *been logical*, attempted to change the popular term Business Double to Positive Double. The word negative does not as accurately describe a double which is eminently a conveyer of information and which when followed by a Business Pass is anything but negative.

ing a large penalty is generally futile. To defeat a small sized contract, even by one undertrick, is unusual; to defeat it severely is rarely possible and, when the opportunity does arise, a double known to be a Business Double would warn the opponents of their danger and they would usually be able to rescue themselves with some safer bid. In the very exceptional case in which the double would stand and yield a penalty, the return derived from it would not be apt to be as satisfactory as the result of a game-going bid made by the doubler or his partner. Consequently, when but one type of double was known the privilege of doubling an early declaration was rarely, if ever, utilized.

About 1911 the scheme of the Informatory Double was suggested, and about 1915 the majority of American players, having apparently determined that the usefulness of certain doubles was negligible for business purposes, began using these doubles to convey information; in 1925, English players began to do likewise. Between 1915 and 1925 the meaning of the Informatory Double was considerably extended.

The respective objects of the two classes of doubles may be explained as follows:

Business. These are made with the expectation of defeating the adversary and for the purpose of increasing the score of the doubler; the intention and desire of the doubler being that his double be allowed to stand.

Informatory. These are made for the purpose of conveying information to the partner, who is expected to overbid unless his hand is so strong that he feels justified in allowing the double to stand with the expectation of securing a large penalty.

The Informatory Double of a No Trump announces that the doubler also has a No Trump; and, as it requires more strength to justify a No Trump *double* than the minimum necessary for a No Trump *bid,* the double indicates that the hand of the doubler is probably stronger than that of the bidder.

The Informatory Double of a suit-bid announces strength in the other three suits, but probably (it might be safer to say possibly) none in the suit that is doubled.

As Informatory and Business Doubles are made with totally different expectations (the one practically demanding that the partner bid, the other earnestly requesting him not to do so) it is of the most vital importance that they be distinguishable, so that the partner will never have the least doubt as to what the doubler means. When playing with a partner who might misinterpret the meaning of a double, it is much wiser to refrain from making it. No greater catastrophe can happen to a sound bidder than to have an ignorant partner pass when a bid is expected; or to have him interpose a silly raise, destined for sure defeat, when the double would have penalized the adversaries severely.

How to Distinguish Between Informatory and Business Doubles

Three factors enter into the classification of a double: first, the size of the bid which has been doubled; second, whether No Trump or a suit-bid has been doubled; third, whether the doubler's partner has previously bid or doubled. The following tabulation will doubtless help the memorizing of the business and informatory classifications:

The Doubled Bid	Previous Action of Partner	Classification
1. One No Trump	Has NOT bid or doubled	Informatory
2. One No Trump	HAS bid or doubled	Business
3. Two or more No Tr.	Immaterial	Business
4. One, two or three of a suit	Has NOT bid or doubled	Informatory
5. One, two or three of a suit	HAS bid or doubled	Business
6. Four or more of a suit	Immaterial	Business

There are two exceptions, one to Classification No. 4, which is explained on the next page (105); and one to Classification No. 5, see page 152.

It should be mentioned here than an expression used in the above table, viz.: "bid or doubled," is meant to cover any showing of strength by partner. The meaning of "bid" is obvious; the significance of "double" is that doubler's partner has previously doubled, either for business or informatorily. When that has happened, a subsequent double by the partner of the first doubler is business. It should also be understood that a Business Pass, hereinafter described, is a strength-shower and a very different

thing from the usual pass. After a Business Pass, any double is business. For example:

South	West	North	East
1 No Trump	Double	Pass	*Pass*
2 Diamonds	Double		

East's pass under above conditions is a strength-showing Business Pass, and West's second double is therefore a Business Double.

When a player passes an opportunity to double informatorily a suit-bid of one or two, and subsequently doubles a bid of two or three in the same suit, the double is business even when the doubler's partner has not bid. Take these two examples:

No. 1

South	West	North	East
Pass	1 Heart	Pass	2 Hearts
Pass	Pass	Double	

No. 2

South	West	North	East
2 Spades	Pass	3 Diamonds	Pass
3 Spades	Double		

According to Classification No. 4, North's double in the first example, and West's in the second, would be informatory because both are doubles of suit-bids of less than four, and in neither case has doubler's partner done anything but pass. But the rule of reason would throw both these doubles into the business class because it would be absurd to suppose

that a player, after declining to double a lower bid which partner could take out comparatively cheaply, should afterward want to double a larger bid in the same suit and compel the partner (who has shown lack of strength) to take out more expensively. Exceptions are always complicating and it is unfortunate that it should be necessary to explain the one above described particularly as it is a situation which rarely arises; but without such explanation a chapter on doubling would be incomplete.

When a player first passes one adverse bid and later doubles *a different bid*, the doubler's partner having passed whenever it was his turn, the double is technically informatory and should be so treated. To illustrate:

South	West	North	East
1 Heart	Pass	1 Spade	Pass
Pass	Double		

The inference is that the doubler was satisfied with the adverse Heart but not with the adverse Spade. It is only with a most unusual holding that such declaring as is shown above for West would be justified; in ninety-nine hands out of a hundred in which such an occurrence takes place, either there should have been a double on the first round or a pass on the second.

To cite another case so the situation will be clearly understood:

South	West	North	East
1 Diamond	Pass	1 Spade	Pass
Pass	Double		

West's double would be informatory because East has not bid and the double is made at the first opportunity to double Spades. It would mean that West was satisfied with the adverse Diamond bid, but not with the adverse Spade bid; and East, in answering the double (North having passed), would be justified, if he had the Spades safely stopped, in bidding No Trump without Diamond strength. On the other hand, if West is keen for a No Trump provided East can stop Spades he could have bid No Trump over the Diamond before the Spade was called, so the chances are West prefers Hearts or Clubs and did not wish to double Diamonds because of weak and short Spades. Such doubles are apt to confuse and are not recommended.

AN INFORMATORY DOUBLE AFTER A PASS

When a player who has passed his first opportunity to declare, subsequently doubles (for example, South pass, West pass, North pass, East one No Trump, South double), such double is clearly and obviously informatory; but it is just as clear and obvious that South on either his first or second opportunity to declare has committed a grievous error. An informatory double requires more strength than an initial bid, and an informatory double after the partner of the doubler has indicated weakness by passing, requires more strength than one made when the partner has not had an opportunity to declare. A player should have more strength to double when sitting in the third or fourth position,

partner having passed, than when sitting in the second position, partner's turn to declare not having been reached. Therefore, in the above case, when South opens the auction by passing, thereby announcing that he has not the strength for an original bid, and subsequently, after North has passed, South doubles East's bid of one No Trump, it is evident that either his pass or his double has been incorrect. Usually when such contradictions are heard the error is in the double. Pleas that such a double may be justified by the desperate score of the game, or by the fact that it is the rubber game, are generally far from being sufficient. Except in the case in which a dealer has wilfully departed from the principles of sound bidding and passed with a big hand (with the idea of doing what in the vernacular is called "trapping"; or, in other words, has masked his strength in order to obtain a penalty), an informatory double made with a hand which does not justify an initial bid is far more apt to produce disastrous consequences than it is to save a game harmlessly. Bidding in so contradictory a manner is manifestly inadvisable.

WHY CERTAIN DOUBLES ARE CLASSED AS BUSINESS AND OTHERS AS INFORMATORY

The dividing line between the two classes of doubles is drawn so that, in the vast majority of cases, every double is placed where its greatest usefulness will lie.

When the Informatory Double was first used it was limited to *original* bids of *one;* but it was soon found that the requirement that the bid be *original*

might better be eliminated. It is just as important that a fourth hand should be able to double informatively after a bid of one Club by dealer, a pass by second hand and a bid of two Clubs by third hand, as it is for him (or for second hand) to double informatively a bid of two Clubs by dealer. Therefore, the earlier rule that a double can only be informatory when it doubles an original bid of one, has been supplanted by the following tests:

(1) Is the size of the bid in excess of the informatory limitation?

(2) Has the doubler passed a previous opportunity to double a bid in the same suit?

(3) Has the partner of the doubler previously bid or doubled?

When the answer to either of these questions is yes, the double is business.

SIZE OF A DOUBLED BID

It is obvious that there must be some limit to the size of a bid which may be doubled for information. If the provision were that a double of *any original* bid must be taken out, an original bidder could bid as high as he pleased without danger of being doubled for business purposes. On the other hand, it would be absurd to say that a double of one of a suit should be business; every player who has had any experience realizes that the situation rarely arises in which the double of one of a suit for business reasons is either advisable or successful.

When it was proposed that bids of two be included in the informatory category, many objected because they imagined that they would miss the lost opportunities to double two of a suit for business reasons. A few years of experience proved that more than fifty cases arise in which a player desires to double a bid of two of a suit informatively, to one in which he has a sound business double; but that when two No Trumps is bid, there are more profitable opportunities for business than for successful informatory doubles. Following this decision, for several years one No Trump and two of a suit were considered to be the informatory limitation; but later examination of the possibilities of the informatory double has demonstrated that it is advisable to increase the limit from two to three of a suit, provided the bidding and playing are of a high order.

On first thought it might seem that a player would more frequently wish to double an adverse suit-bid of three for business purposes than (by an informatory double) force his partner to bid three or four. Analysis shows, however, that sound bidders desire to double adverse suit-bids of three more often for information than they do for business. Moreover, a sound informatory double of a suit-bid of three is generally a game-producing declaration and therefore its average value is greater than that of a sound business double.

In expert circles, three of a suit is now generally included in the list of informatory doubles. This is wise, however, only when the doubler fully under-

stands the conservatism (explained later) which is necessary to ensure the successful use of any sort of informatory double; and also when the partner of the doubler can be depended upon to answer soundly and also avail himself of every opportunity the play affords.

PARTNER'S PREVIOUS DECLARATION

The question of whether the partner of the doubler has previously bid or doubled is often the factor which determines the character of the double. This is because, when a player has bid or doubled, he has shown where his strength lies and only in the exceptional case could any advantage be gained by asking him to bid again. (A possible exception occurs when a suit-bid follows a No Trump and is doubled by the partner of the No Trumper. See page 152.) A double made after the partner of the doubler has bid or doubled is therefore classed as business; for it is evident that, when a player doubles under such conditions, he believes he has strength which, plus his partner's strength, will severely defeat the adverse bid.

The following examples will illustrate the difference between situations in which the doubler's partner has previously bid, and those in which he has not.

Example 1

Dealer	Second Hand	Third Hand	Fourth Hand
1 Heart	Double	Pass	2 Diamonds
2 Hearts	Double		

Example 2

Dealer	Second Hand	Third Hand	Fourth Hand
1 Heart	Double	2 Hearts	Pass
Pass	Double		

In the first example the first double is informatory because the partner has not bid, but the second double is business, because the partner *has bid:* in the second example both doubles are informatory, because partner *has not bid at all.* Second hand, in the second example, by his second double insists upon a bid from fourth hand in spite of that player's previous pass. A *second* double, made after partner has declined to bid in response to a *first*, announces unusual strength (but not in the doubled suit).

DOUBLES OF ONE NO TRUMP

Informatory Doubles of one No Trump are of frequent occurrence, Business Doubles of one No Trump are not so usual but are quite possible; following are a few examples of both kinds.

TYPICAL *INFORMATORY* DOUBLES OF ONE NO TRUMP

Example	Dealer	Second Hand	Third Hand	Fourth Hand
1.	1 No Tr.	Double		
2.	1 No Tr.	Pass	Pass	Double
3.	1 Diamond	Pass	1 No Tr.	Double
4.	1 Heart	1 No Tr.	Pass	Pass
	Double			
5.	1 Spade	Pass	Pass	1 No Tr.
	Double			

Example	Dealer	Second Hand	Third Hand	Fourth Hand
6.	1 Heart	1 Spade	Pass	1 No Tr.
	Double			
7.	1 Spade	Double	1 No Tr.	Pass
	Pass	Double		

TYPICAL *BUSINESS* DOUBLES OF ONE NO TRUMP*

Example	Dealer	Second Hand	Third Hand	Fourth Hand
8.	1 Heart	1 No Tr.	Double	
9.	1 Diamond	1 Heart	1 Spade	1 No Tr.
	Double			
10.	1 Heart	Double	1 No Tr.	Double

It will be noted that in every one of the ten examples the principles above set forth are followed and produce a logical result. When the partner of the doubler has bid or doubled the double is business, otherwise informatory. *The fact that the doubler has previously bid, has no significance in determining the character of the double.*

When a player bids one No Trump, and an opponent has a No Trumper also, an interesting situation arises. If the opponent pass, the one No Trump is practically sure to stand and, should the balance of the strength be in the hand of the other opponent, they may get a paltry 50 or 100 but lose an opportunity to win game. If he bid two No Trumps and his partner have a bust, he is apt to be penalized severely.

* Only examples of one-bids are given because any double of a No Trump bid of more than one is Business, regardless of all other considerations.

By a double, however, he may tell his partner, "I probably have a hand with which I would have bid No Trump had an opponent not done so first; I wish you to take me out by bidding two No Trumps or two of a long suit, as you may prefer, unless you are so strong that you are satisfied that, by allowing the double to stand, we shall secure a penalty worth more than the game."

Unless the hand of the player who contemplates doubling contains eight sure tricks (a very unusual holding when another player has a No Trump), the double is far safer than bidding two No Trumps, and it possesses every advantage of the two No Trump bid because that declaration may be made later, should the subsequent bidding make it advisable.

A player with less than eight tricks should not bid two No Trumps over one No Trump. His partner dare not rescue so high a declaration and he may go down as many hundred as his hand falls short of eight tricks. *It is a bid which may lose but which cannot gain.* The double is different; the partner, even with a bust, generally has a suit which, if it be the trump, would be worth one or two tricks. These, plus the five or more tricks in the doubling hand, make it improbable that the forced bid of two will be expensive.

The informatory double is so fascinating, and at times works so well, that many players are unable to resist the temptation to abuse it grossly by doubling when the holding does not justify the double.

Such a player with a hand containing only two or three high cards, doubles, finds his partner with a bust, and is surprised by an Ace or King on his left that he expected on his right. As a result he loses heavily and frequently blames the system for the results of his own error.

Amount of Strength Necessary for an Informatory Double of One No Trump

It makes a great difference whether the doubler sits over[1] the bidder or the bidder has that advantage over the doubler. When the doubler has the advantage of position (*e. g.*, a double of dealer's bid by second hand), the minimum strength which justifies the double of one No Trump is five high cards (Aces, Kings or Queens), divided among at least three suits. When the advantage of position is against the doubler (*e. g.*, a double of dealer's bid by fourth hand) one more high card is required to make the double sound. It will be noted that a Jack is not given as sufficiently powerful to be reckoned as a "high card" in computing the doubling strength of the hand. In many cases it should not be, but an exception should be made when the indications are that the Jack will take a trick. Such holdings, for example, as—

♠ K-x-x-x		♠ A-x-x-x
♡ A-Q-J	or	♡ K-Q-x-x
◇ A-x-x		◇ x-x
♣ x-x-x		♣ A-J-x

[1] A player is "over" the player on his right and "under" the player on his left.

The Jack of Spades but not the Jack of Clubs would properly be counted as a high-card in a hand like the following:

♠ A-J-10
♡ K-x-x-x
◇ K-Q-x-x
♣ J-x

A singleton Jack, or a Jack in a Jack-x holding, should not be reckoned as a high card.

The only instance in which a departure from the five high-card minimum is warranted, is that of second hand, with two strong and long Majors, doubling dealer; he has the advantage of position and has a partner who has not passed. In this situation, second hand is justified in doubling with only four high cards but at least three of them must be Aces or Kings. This double is sound because the doubler *has length and strength in both Major suits;* if one of the strong suits were a Minor the double should not be made.

The hope in the double of a No Trump is usually that the doubler and his partner may, between them, have a game hand with some suit the trump. A game in a Minor suit (eleven tricks) made against an opponent who has bid No Trump, is rather more than even the most sanguine has the right to expect; so the usual hope of the doubler is that he and his partner may have hands which fit for a Major-suit contract which will produce game.

In order that no possible game-going opportunity may be neglected, a double is considered permissible

with four high cards[1] no weaker than an Ace, King, King, Queen; with two Major suits each containing four or more cards: like—

♠ A-Q-10-x
♡ A-10-x-x
◇ x-x-x
♣ K-x

"Look before you leap" should be the adage of every player considering an informatory double of a No Trump. His attention should be specially directed toward his weakest suit; he should be prepared to play with that suit the trump, if his partner name it; or he should have some safe refuge. This is especially important when the weak suit is a Major, because the doubler is asking for a Major answer if his partner have four cards in either Major suit.

The example hands which follow are supposed to be held by a player who, with an expert partner,[2] contemplates doubling informatorily a bid of one No Trump.

Holding	Declaration
♠ x-x ♡ K-x-x ◇ A-Q-x-x ♣ A-x-x-x	Four high cards; but both Majors short, one worthless, no refuge if partner bid Spades. Should pass.

[1] Players are reminded that doubling a No Trump with only four high cards is a dangerous expedient; it is a declaration which should be made only with an expert partner, and in the exact position and with the strength specified.

[2] The ability of the partner is an important factor in determining when to double informatorily. Unless he can be relied upon to understand the double, to answer it correctly, and to play the combined hands expertly, a double of doubtful strength is inadvisable.

Holding	Declaration
♠ A-x ♡ K-Q-x ◇ A-x-x-x ♣ x-x-x-x	Four high cards; but both Majors short; no refuge if partner bid Spades; should pass.
♠ K-Q-x-x ♡ A-10-x-x ◇ x-x-x ♣ A-x	Four high cards, two long-strong Majors; should double if second hand; otherwise pass.
♠ A-x-x ♡ Q-x-x ◇ A-Q-x ♣ K-x-x-x	Five high cards; should double if over bidder; should pass if bidder be on the left.
♠ A-Q-J ♡ A-x-x-x ◇ K-x-x ♣ x-x-x	Should double if over bidder; should pass if bidder be on the left.
♠ K-Q-x ♡ A-10-x ◇ K-J-x ♣ x-x-x-x	Should double if over bidder; should pass if bidder be on left.
♠ A-K-x-x ♡ K-Q-x-x ◇ A-Q-x ♣ x-x	Should double in any position.
♠ x-x ♡ A-Q-J ◇ K-Q-J-x ♣ A-J-10-x	Should double in any position; if partner bid two Spades, should bid two No Trumps.

Holding	Declaration
♠ A-x-x-x ♡ K-Q-x-x ◇ K-Q-J-10-x ♣ None	Should double in any position; if partner bid two Clubs, should bid two Diamonds.
♠ K-Q-J-x-x ♡ A-Q-J-x ◇ x ♣ A-x-x	Should double in any position; if partner bid a Minor, should bid Spades.
♠ A-J-10-x ♡ A-Q-10-x-x ◇ K-J-x-x ♣ None	Should double in any position; if partner bid two Clubs, should bid two Hearts.
♠ A-J-10-x-x ♡ A-Q-10-x ◇ K-x ♣ K-x	Should double in any position; if partner bid a Minor, should bid two Spades

Declarations which Follow an Informatory Double of One No Trump

While considering Informatory Doubles, it seems advisable to cover the entire subject and therefore to refer to declarations which are apt to follow a double of a bid of one No Trump. In order that each player may be accurately designated, it will be assumed that in every case dealer bids an initial No Trump and that second hand doubles.

How Third Hand Should Bid After Second Hand Has Doubled Dealer's One No Trump

After dealer's No Trump has been doubled by second hand, third hand should pass when weak; but with strength he may—

(*a*) Bid two No Trumps.
(*b*) Redouble.
(*c*) Bid two of a suit.
(*d*) Bid more than two of a suit.

It is well, in considering bids after the double of one No Trump, to realize that there are not enough high cards in the pack to produce four strong hands. When dealer is strong enough to bid No Trump and second hand has sufficient high cards to warrant a conventional double, what is left is termed "the balance of strength." When the balance of strength is divided between third and fourth hands, a close battle is imminent; but when it is all in one of those hands, a massacre may be the result.

Third hand with the balance of strength, that is with three or four high cards, can be sure that he and dealer have the master position and that he has the choice between two attractive declarations; viz.:

(1) Two No Trumps, a bid from which a game is practically assured.

(2) A redouble, the declaration most apt to produce a sizable penalty.

Which selection should be made is at times a

close question. There is, however, a recognized principle which may be followed when in doubt. It is that a player, when in position to choose between a game or a penalty, and uncertain which would be the more productive, should select the game during the third game of the rubber (*i. e.*, when playing the rubber game); the penalty, during the first or second game. This is because the rubber game is worth twice as much as either of its predecessors.

The advantage of the two No Trump bid is that in practically every hand it will terminate the bidding and, with the strength of the third hand *over* the doubler, may be counted upon to produce game.

The advantage of the redouble is that it enlightens dealer in the same manner that second hand's double enlightens fourth hand. It is essentially a second informatory double, suggesting that a big penalty may be within reach. Of course, it is not expected that the opponents will be so foolish as to permit this redouble to stand; but their take-out may be in a suit which third hand would not dare to double for business, but which dealer, if encouraged by the message of the redouble, can double for that purpose; although without the redouble he would not have dared to do so. The redouble alters the character of a subsequent double by dealer; take these two examples—

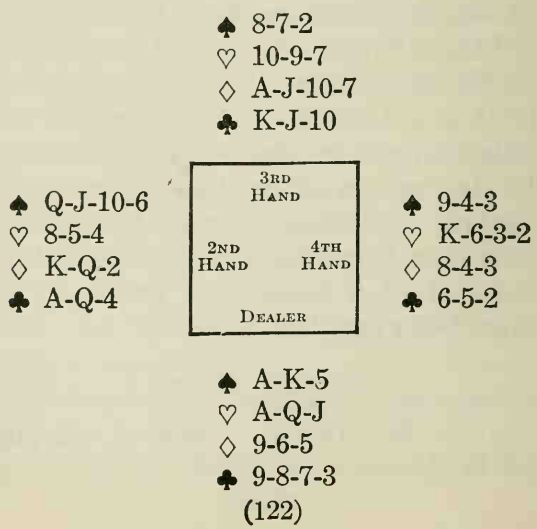
Round	Dealer	Second Hand	Third Hand	Fourth Hand
1	1 No Tr.	Double	Pass	2 Clubs
2	Double			

In this case dealer's double of two Clubs on the second round of the bidding would be informatory because it is a double of a suit-bid of two and partner has not bid; but if the bidding had been—

Round	Dealer	Second Hand	Third Hand	Fourth Hand
1	1 No Tr.	Double	Redouble	2 Clubs
2	Double			

it would be business because any double or redouble by a partner is a much more potent announcement of strength than a bid.

Bearing in mind that we are not talking about answering an informatory double made by partner, but about partnership handling of an opponent's informatory double, the following deal will illustrate the case of third hand with the balance of strength:



It will be noticed that dealer has a Class B No Trumper (two short powerful suits); that second hand has a holding which justifies a double; and that third hand has the balance of strength. It will also be noticed that third hand's strength is entirely in the Minors, making a game with a suit declaration improbable; so that his choice is between a bid of two No Trumps and a redouble. In this case the bid of two No Trumps should produce at least game (four or five odd tricks); a redouble should produce a penalty of 400. The third hand's holding, at the time of the redouble, does not ensure so great a penalty, but it indicates a "killing" *if* the adversaries take out with a suit-bid which dealer, informed by the redouble, is strong enough to double. It will be noted that the only rescues are in Hearts and Spades, either of which dealer could profitably double.

Third Hand Suit-Bids After Second Hand's Double of One No Trump

Third hand may bid two of a suit over dealer's doubled No Trump when he holds cards which would justify an initial suit-bid of one. Without such strength a Minor should not be bid, but with a Major almost up to the requirement, experts sometimes "take a chance." The great desirability of suggesting to a No Trump bidder that his partner can support a Major contract may warrant a two-bid from a 4-card or 5-card Major, even when its strength is slightly below the initial-bid standard. Suits

lacking high cards, even when long, should not be bid in this situation because it is vitally important for a player whose No Trumper has been informatorily doubled to be sure that an answering suit-bid from his partner is a positive assurance of strength in the suit named. Weak suits may be bid later if the opportunity arise and their length justify it.

The following are examples of the type of hand above described with which third hand should bid 4-card Majors after dealer's No Trump has been doubled by second hand:

♠ A-J-10-x	♠ A-x-x
♡ K-10-x	♡ K-J-10-x
◇ x-x	◇ x-x-x-x
♣ x-x-x-x	♣ x-x
♠ A-Q-x-x	♠ x-x-x
♡ x-x-x-x	♡ A-K-J-x
◇ K-x-x	◇ x-x-x-x
♣ x-x	♣ x-x

None of these hands is quite strong enough for a redouble, and each is a shade under the strength required for an initial bid; but with dealer's No Trump there may be a Major-game in the combined hands. With any of the above hands "delays are dangerous" and the 4-card suit-bid should be made at once.

The 5-card Major type of hand illustrated below offers about the same strength for the Major con-

tract as those shown above should dealer return to No Trump.

♠ A-Q-10-x-x	♠ J-x-x
♡ x-x-x	♡ K-Q-10-x-x
◇ x-x-x	◇ x
♣ x-x	♣ 10-x-x-x

With hands of this character which, even with a doubling hand on the right, may be good for a game when opposite a No Trump, it is advisable to bid two of the Major over the double.

Minors of about the same strength as the above should be bid with a score but not otherwise; this makes the bid, when made, most informatory.

When third hand (after a No Trump by dealer and a double by second hand) has a bust which contains a weak 5-card Major or Minor, a rescue was formerly considered important as an alternative to the loss which would be apt to result from a business pass by fourth hand. Now, however, a rescue in this situation is not needed because in the event of a business pass the No Trump bidder can S. O. S. for the rescue should he desire it. (See page 134.) This simplifies the situation and enables the No Trump bidder to rely upon *any two-bid* over the second hand double as being a strength-shower.

Third hand may properly pre-empt by bidding more than two when holding a 5-card Major which contains four honors, a strong Major which contains more than five cards, or a strong and long Minor which promises game.

How Fourth Hand Should Bid After Second Hand Has Doubled Dealer's One No Trump and Third Hand Has Passed

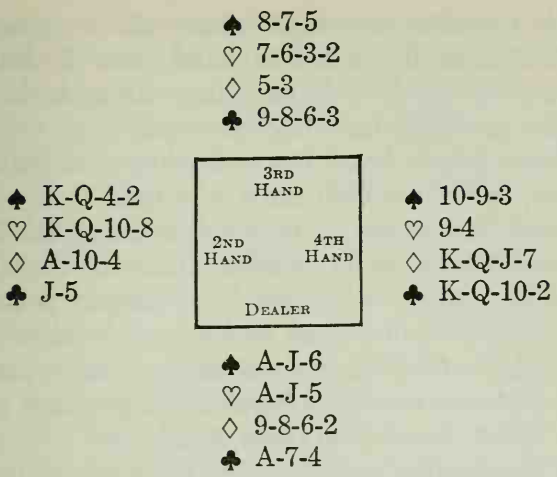
When dealer has bid one No Trump, second hand doubled and third hand passed; fourth hand, *if strong*, may—

(*a*) Pass (Business Pass).
(*b*) Bid two No Trumps.
(*c*) Bid two or more of a suit.

But *when weak*, a take-out by fourth hand is vitally important. To pass a partner's informatory double when weak is the greatest of Bridge errors. When a bust-holder says, "I could not take out your double, I had nothing to bid," he utters the most unforgivable words that ever reach a partner's ears. *The greater the weakness, the more essential the take-out.*

Fourth hand should remember that, while the doubler is entirely responsible for the result of the bid he forces his partner to make, the responsibility shifts to fourth hand should he fail to comply with his partner's call for a bid. Fourth hand by a business pass would announce that the penalty to be obtained from second hand's double will, in his opinion, be worth more than can be produced by a bid; so failure to defeat severely the doubled contract, if fourth hand let it stand, must be charged solely to him.

It is evident that a pass by fourth hand is warranted only by great strength. The situation can probably be best illustrated by an example:



Dealer bids No Trump; second hand doubles; third hand passes; and fourth hand, with such great Minor strength, would be wasting a valuable opportunity should he bid two Diamonds. He is in a position similar to that described for third hand, on page 122, in that a No Trump has been doubled and he has the balance of strength. Just as was the case before, although in the former case it was partner's No Trumper, and in the present case an opponent's, he should bid and try for game when the third game of the rubber is being played, he should double for a big penalty on the first or second game. With the above hand, if he bid two No Trumps he will make 4-odd (game), if he pass he will score a 400 penalty.

Fourth hand may safely either pass a doubled No Trump or bid two No Trumps with a hand

which contains four high cards. It is especially advantageous for a fourth hand, who is making a business pass, to have Minor strength, as the doubler probably has Major strength.

When fourth hand has a holding not quite so strong; say three high cards, the only long suit is a 4-card Minor headed by a single honor, the hand may seem too weak for a business pass and too strong for a Minor bid; if so, two No Trumps would be a sound bid if second hand be a sound doubler.

Fourth hand with a moderately strong 6-card or 7-card Major, or with a hand which promises game in a Minor, should bid three of the suit.

Of course, after a doubled No Trump, it is unusual for fourth hand to have as much strength as that discussed above; but on the rare occasion when such a holding appears, the bidding scheme outlined enables him to make the most of his good fortune.

How Fourth Hand With a Normal or Weak Holding Answers Second Hand's Double of One No Trump

Fourth hand will usually have a normal or weak hand when dealer has bid No Trump and second hand has doubled; and his duty is generally simple, viz., to bid two of his longest suit; or with two suits of equal length, to bid the stronger. An exception to this occurs when one of the two suits of equal length is a Major, the other a Minor; in that case the Major should be bid, even when the Minor is distinctly stronger.

It is very important that fourth hand in response to a double should show length (even four cards) in a Major, whenever he has it to show. The modern system of informatory doubling is constructed so as to enable the doubler and his partner to play a Major in every case in which it fits. Fourth hand should, therefore, bid a 4-card Major in preference to a 4-card Minor, and generally should do so in preference to a 5-card Minor. A 5-card (or longer) Minor should be bid in preference to a 4-card Major when the composition of the two suits convinces the bidder that game is more probable with the Minor than with the Major. This is apt to happen with a 5-card Minor when the bidder has a score toward game; with a Minor of six cards or longer the choice should probably be in favor of the Minor, even at a love score, unless the 4-card Major is headed by an honor, or the hand as a whole makes a Major game seem more than possible.

How Fourth Hand Answers Second Hand's Double of One No Trump

The following hands illustrate the way fourth hand should answer second hand's double of dealer's one No Trump (third hand having passed):

Holding of Partner of Doubler	Answer Which Should Be Made by Partner of Doubler
♠ Q-x ♡ x-x-x ◇ K-Q-10-x ♣ A-Q-10-x	First or second game, Pass. Rubber game, bid two No Trumps.

Holding of Partner of Doubler	Answer Which Should Be Made by Partner of Doubler
♠ Q-x ♡ J-x-x ◇ 10-x-x ♣ A-K-Q-J-x	First or second game, Pass. Rubber game, bid two No Trumps.
♠ x-x-x ♡ x-x-x ◇ A-K-J-x ♣ K-Q-x	First or second game, Pass. Rubber game, bid two No Trumps.
♠ J-x ♡ K-x-x ◇ A-x-x-x ♣ J-x-x-x	Bid two No Trumps, regardless of whether or not the rubber game is being played. The hand is too strong to bid two Diamonds and rather weak for a business pass.
♠ x-x-x ♡ Q-x ◇ A-x-x-x-x ♣ A-x-x	Bid two No Trumps. Same reasoning as previous hand.
♠ x-x ♡ J-x-x-x ◇ x-x-x ♣ A-J-x-x	Bid two Hearts.
♠ x-x-x-x ♡ x-x-x ◇ K-Q-x ♣ K-10-x	Bid two Spades.
♠ A-x-x ♡ Q-x-x-x ◇ K-x-x-x-x ♣ x	Bid two Hearts.

Holding of Partner of Doubler	Answer Which Should Be Made by Partner of Doubler
♠ x-x-x ♡ x-x ◇ x ♣ K-Q-J-10-x-x-x	Bid three Clubs.
♠ x-x-x-x ♡ x ◇ A-x ♣ K-Q-J-10-x-x	Bid two Clubs. If partner or either adversary should bid two Hearts, bid two Spades.
♠ x-x-x ♡ x-x-x ◇ x-x-x-x ♣ x-x-x	Bid two Diamonds. "The greater the weakness, the more essential the take-out."
♠ x-x-x ♡ x-x-x-x ◇ K-x ♣ J-x-x-x	Bid two Hearts.
♠ x-x-x-x ♡ x-x ◇ x-x-x ♣ x-x-x-x or ♠ x-x-x-x ♡ x-x ◇ x-x ♣ x-x-x-x-x	Bid two Clubs in both examples. These hands are exceptions to the rule which directs the bid of a 4-card Major. Being without an honor both hands are so hopelessly weak that partner's request for a Major should be denied and the 4-card or 5-card Club (more suggestive of weakness) should be named. But if the hand contain any Ace, King or Queen, the 4-card Major should be bid.

How a Bid by Third Hand Affects Fourth Hand's Declaration

While an informatory double demands that the partner bid unless he have most unusual strength, and while such a bid is generally obligatory, an intervening bid made by third hand relieves the fourth hand of the responsibility of bidding in answer to second hand's double. Should fourth hand overcall third hand, he is making a voluntary bid which shows strength.

When third hand redoubles, the second hand doubler has a chance to take himself out and again fourth hand is not obliged to bid. He need not hesitate about making what is known as the "Informatory Pass";[1] it cannot be misunderstood because it is impossible under such conditions that fourth hand, who surely has a holding little if any better than a bust, should wish the redouble to stand. Fourth hand's duty, however, is to rescue his partner from his awkward situation if possible, because the doubler is obviously sandwiched between two strong hands and in a desperate predicament. This can be accomplished best by a bid if fourth hand have either a 5-card suit (no matter how weak it may be), or a 4-card suit headed by any one of the three top honors. Without either, fourth hand should make the informatory pass, announcing that he is unable to assist and thus forcing the doubler, who probably has a good 4-card suit, to bid it.

[1] By comparison with "Business Pass" it will be noted that after an informatory double by the partner, a pass indicating strength is "Business," while one indicating weakness is "Informatory."

Two Conventions Which Are Not Recommended

Some authorities favor a scheme generally known as "the Spade Convention." Its advocates answer a partner's double with a Spade bid whenever the hand contains four Spades, regardless of Heart length and strength and of game-going probabilities with a Heart trump. The supporters of this scheme apparently forget that a game made with any other suit is just as much a rubber-producer as a game made with Spades. With Hearts the trump, games are scored with just the same number of tricks as with Spades; so, to adopt the Spade convention would mean that a double should never be made unless the doubler hold length or strength in Spades. This would eliminate many doubles that would be successful if unhampered by the Spade convention and would force Spade answers in cases in which the Heart answer would produce game and the Spade answer would not.

The other unrecommended convention is that with a bust the answer to a partner's double should be two Clubs. Advocates of this convention follow it with only x-x or x in Clubs even when the bust contains a 5-card suit. As the doubler should treat his partner's two-bid of *any* suit as a forced weakness take-out meaning (unless the partner of the doubler make another bid) nothing except four cards in the suit, the Club convention with short Clubs is quite unnecessary; to adopt it would rob the Club bid of its length showing significance.

THE S. O. S. REDOUBLE

We have just finished the consideration of the awkward situation in which a doubler finds himself when it transpires that he has a No Trumper on his right, a redoubler on his left, and a helpless partner opposite. Sometimes it is the initial No Trump bidder who finds himself "in chancery." This happens when he has bid his No Trump on a hand which is not over-strong, and the adversary on his left, by doubling, has announced that he too holds a No Trumper—very likely a stronger one. Partner passes, showing that but little help is to be looked for from across the table. Then, to make bad matters worse, the doubler's partner passes; a most obvious business pass which warns the No Trump bidder that only the most drastic and courageous action will keep the adversaries from scoring a heavy penalty. To win is now out of the question; it becomes solely a question of salvage—of getting the disastrous No Trump replaced by some sort of suit-bid. If the No Trump hand contain a 5-card suit, the chances are that it should be bid; but with a 4-3-3-3 hand, the partner probably can furnish the most dependable relief. His longest suit, however bad it be, is apt to be the least expensive line of retreat; so the No Trumper resorts to a recently invented signal of acute distress and makes the "S. O. S. Redouble." The partner cannot possibly mistake this for a business redouble[1] and, even if

[1] If satisfied with the situation, the doubled No Trump bidder would discreetly pass.

not acquainted with this new convention, should see that some suit-bid is imperatively demanded of him—that is, unless the unexpected should happen and the intervening adversary by bidding should relieve the situation.

One great advantage of the S. O. S. is that it simplifies the earlier bidding. Before the S. O. S. was conceived, the third hand with a 5-card Minor bust was always fearful that a business pass with dire consequences might follow his pass; consequently he would feel impelled to make a rescue bid. But if rescue bids were permitted in such a situation, the great advantage to dealer of knowing that a third hand bid could be relied upon to mean strength, would be neutralized and superseded by a state of uncertainty in the dealer's mind. Furthermore, the weakness rescue is wholly unnecessary in most cases because third hand's pass will usually be followed by a fourth hand bid made in response to second hand's double. Now third hand after a double is never required or expected to rescue, because in the event of a business pass, the No Trumper can S. O. S., if in need of help.

THE DIFFERENCE BETWEEN NO TRUMP AND SUIT DOUBLES

A No Trump bid of more than one cannot be doubled for other than business reasons, but a suit-bid of two or three may be doubled for informatory purposes.

There are some players who wish all their doubles

of two to stand and who consequently refuse to double a suit-bid of more than one informatorily. If one of these players were asked when (his partner not having bid) he had last doubled a suit-bid of two for business, he would probably answer, "I can't remember." As a matter of fact such doubles are extremely unusual.

The player who refuses to double a suit-bid of two for information loses fully fifty chances for every chance he gets for a business double. With doubles of suit-bids of three, the odds in favor of the informatory double are not nearly so great; and as a matter of fact, until very recently most players have believed that the business double could be used the more frequently. Now it is recognized that the user of the informatory double of a suit-bid of three gets more doubles, and also doubles more profitably, than the player who keeps this double for business.

Occasionally a player is to be found who wishes his partner to understand that his double of two or three may be taken as *either* business or informatory; but the player who asks his partner to guess is a very dangerous *vis-à-vis* because with the majority of holdings a double is advisable for one purpose only and would be fatal if misinterpreted.

To double two of a suit informatorily, the doubler should have at least an Ace better than an average hand; to double three, the doubler should be able to produce a minimum of seven tricks for *any* responsive bid his partner may make.

A double of a suit-bid of two or three, made after

a bid by the doubler and a pass by his partner, is sound bidding whenever the hand of the doubler is so strong that he is justified in forcing his partner to make a high bid.

When the informatory doubles were first introduced, the opportunity to double a No Trump was considered to be of greater value than the chance to double a suit-bid; it is now realized that the suit-double wins many more games than the No Trump double. The suit double gives the partner vital and accurate information. It announces probable weakness in the suit that has been doubled, and strength in the other three.

The Benefits of the Informatory Suit-Double Explained

When a dealer initially bids a suit which second hand cannot stop,[1] it would be foolish for second hand to bid No Trump because, should he become Declarer, the suit originally bid will be led through any strength Dummy may have in that suit, toward the original bidder, and up to Declarer's weakness. Led in this way, any strength that the Dummy may have in the suit is apt to be killed. If, however, fourth hand (being the hand that stops the suit) should become Declarer, the first lead will be *up to* instead of *through* the strength. This may enable him to take a trick in the adverse suit which he could not win with the opening lead the other way,

[1] A similar situation may arise with second and third hand, or with third and fourth hand.

and the success or failure of the No Trump may depend upon this. If, therefore, either second or fourth hand is to bid No Trump, there can be no question that it should be fourth hand. A second hand double is apt to justify a fourth hand bid which, without the double, would have been out of the question. When fourth hand has the adverse suit stopped *but once,* and especially when the stopper is a thinly guarded King or Queen, it is generally much wiser for him to bid a suit (particularly when he has four cards of a Major) rather than No Trump. At No Trump the original leader may not open the doubled suit and may be able to put his partner in to do so. If this happen, a supposedly stopped suit may prove absolutely defenseless.

AMOUNT OF STRENGTH NECESSARY FOR SUIT DOUBLES

All authorities agree that high-card strength is a doubling requisite, but there is considerable diversity of opinion as to *the exact amount necessary.* Many different theories have been advanced and many complicated rules have been devised to determine when a hand has doubling strength. Some writers figure out fractional values of "quick tricks"; others reckon up "sure tricks," not "quick tricks." The amateur may naturally desire to learn how it is possible to have only a fraction of a "sure trick." It is perfectly logical to say that King-x will win a trick half the time (when Ace is on the right) and not the other half (when Ace is on the left) and that

King-x is therefore worth "half a trick." A "sure trick" is, however, a very different article. It is a card which will surely take a trick; if it may not do so, it does not belong in the sure trick classification. Consequently a sure trick cannot be halved or quartered. That, however, does not matter. The average Bridge player does not wish to bother with such complicated formulae, especially when he realizes that he can obtain more satisfactory results by following a much simpler rule.

Suppose dealer bids a Club and second hand holds such a combination as King-10-x-x or King-Jack-x of Hearts; he may not have a "sure" Heart trick, as the Club bid shows nothing as to the location of the Ace or Queen of Hearts; but if he have some strength in Spades and Diamonds, the presence or absence of high cards in Hearts will determine whether the double should or should not be made. So it will be seen that all the bidder has to do is to count his high cards; that to delve into intricate calculations as to when a sure trick is not a sure trick, and when it is only three-eighths of a sure trick, is merely taxing the brain unnecessarily.

In determining what should be the minimum high-card strength with which to double a suit-bid of one, it should be remembered that the number of high cards essential for a suit-bid is less than is required for a No Trump bid: so a suit-bidder's hand will average to be weaker than a No Trump bidder's. On the other hand, Aces (other than of the suit bid) are almost as apt to be on the left as on

the right of the prospective doubler, which is not the case after a No Trump bid. This slightly depreciates the value of Kings in the second hand.

Still, after all, the whole question is: What high-card strength must the doubler have to make it wise for him to command his partner to bid No Trump or his choice of three suits; the partner being assured that no matter which bid he selects, his Dummy will be satisfactory. The most sound and simple answer is to impose the same general strength-requirement as obtains in doubling a No Trump. In other words, the rule should be: do not double a suit unless the three undoubled suits (any one of which the double invites the partner to bid) all contain support for a partner's declaration of that suit, and the hand contains a total of five high cards. (It will be recalled that a "high card," from a doubling standpoint, means an Ace, King or Queen and sometimes a Jack.) Such a double tells the partner that he can bid any one of three suits and be sure of a Dummy containing better than an Ace, a King, a Queen and a Jack; at least three trumps, and at least one high honor in the trump-suit.

It is distinctly preferable that both the Majors (if a Minor be doubled) or the other Major (if a Major be doubled) be 4-card suits headed by Ace or by two face cards. When one suit is very strong (Ace-King-Jack, for example) the others (provided they are stopped) may be correspondingly weaker and the double will still be justified.

The illustrations which follow are of second hand

holdings which are too weak to justify a double. In each case dealer is supposed to have bid one Club.

Second Hand Has—	Second Hand Should Not Double, Because—
♠ Q-x ♡ K-x-x-x ◇ A-Q-10 ♣ x-x-x-x	Only two Spades and that suit is not stopped. No refuge if partner bid a Spade.
♠ A-x-x ♡ K-x-x ◇ Q-J-x-x ♣ x-x-x	Not far from doubling strength but a little too weak. Neither Major has four cards.
♠ A-J-x ♡ x-x-x ◇ K-Q-J ♣ x-x-x-x	Lacks Heart strength.
♠ J-x-x ♡ A-K-x ◇ K-Q-x-x ♣ x-x-x	Lacks Spade strength.
♠ Q-x-x ♡ Q-x-x ◇ A-K-x ♣ x-x-x-x	Majors both weak and both short. It sometimes pays to take the risk with one Queen-x-x; but to risk two (and both Majors) would be foolhardy.
♠ A-x ♡ Q-x-x-x ◇ K-Q-J ♣ x-x-x-x	Only two Spades and no refuge if partner bid Spades.

It will be noticed that in one or two of the above hands, a pass has been advised because of a short

Major and the consequent trouble which might rise should the partner bid that Major; which he is very likely to do. It may pay to "take a chance" with a hand in which, if either Major be bid, it will surely fit; or in which, if the weak suit be bid, an overbid with a Major is possible. For example:

Second Hand With—	Should Double One Club Because—
♠ A-J-10-x ♡ K-Q-10-x ◇ J-x-x ♣ x-x	The two strong 4-card Majors, either of which may fit, make taking a chance a good gamble, although only two of the three undoubled suits are stopped.
♠ K-Q-10-x ♡ A-K-Q-x ◇ x-x ♣ x-x-x	A Spade answer would be most satisfactory, and a Diamond answer can be overbid with two Hearts.

In neither of these last two hands is the double within the definition, because the Diamonds are short and unstopped; but, as is explained above, it is quite possible that in either case the double may produce a most satisfactory result. With either holding, a departure from the rule requiring stoppers in all three undoubled suits, is justified. A hand which fully meets the desire of the most exacting (one Club having been bid) follows:

♠ A-10-x-x
♡ K-J-x-x
◇ A-Q-x
♣ x-x

This hand has the requisite high-card strength, three cards and a stopper in each of the three undoubled suits; the two Majors are both 4-card suits (one headed by Ace, one by two face cards).

Just as is the case with a double of a No Trump, the fact that the doubler has previously bid, has no significance in determining the character of the double. A dealer who held—

♠ A-K-J-8-3
♡ K-Q-10-9
◇ A-J-9-5
♣ None

would properly bid one Spade; if an opponent then bid two Clubs, dealer's partner having passed, a double by dealer would be much wiser than a bid of two Spades because if the partner, with one or two small Spades or none, have length in Hearts or Diamonds, there is apt to be a game in the partner's long suit but no game in Spades. The partner, after the double, can readily determine whether to bid his own suit or two Spades.

Camouflage Doubles of Suit Bids

It has been explained that the standard Informatory Double of a suit-bid announces:

(*a*) Probable weakness in the suit that has been bid;

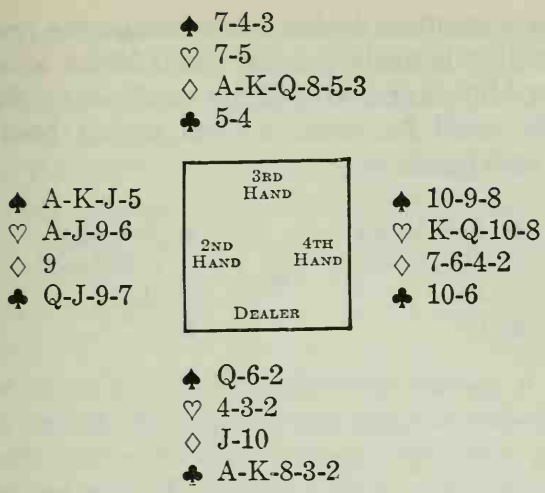
(*b*) Strength in the other three suits.

There are two types of camouflage doubles, one of

them violates the strength convention, the other the weakness convention. Both are justified because the temporarily deceived partner will be undeceived before any damage has been done and because the double may prove exceptionally valuable.

The camouflage double which violates the weakness convention is made with one or more winning cards in the suit doubled; but without strength in one of the three suits in which strength is announced by the double: in other words, a hand which is up to the strength standard of the double, as it has the requisite high card strength in three stopped suits; but whose weakness is not in the place expected. It is a hand with which most players would bid No Trump rather than double. With two strong 4-card Majors and one weak Minor, this double is exceptionally sound because, if the partner have four cards in either Major, his bidding that Major is apt to produce the best result. Should the partner bid the weak Minor, the doubler can then bid No Trump more safely than on the first round when he did not know that his partner had length and possibly strength in the weak Minor. Second hand's No Trump, following his own double, would enlighten his partner as to the character of double. This double is serviceable when the doubler's weak Minor contains less than three cards and especially so when it has less than two, distributions with which No Trump bidding should be avoided.

The following deal shows how this form of camouflage double may produce satisfactory results.



The dealer would of course open the bidding with one Club; second hand with the Club suit *stopped twice* and with two strong suits has ample strength to justify a No Trump, but he cannot stop the Diamonds and he is anxious to know whether his partner has length in either Major. In such case the double is an ideal declaration. If it fail to produce a Major-bid and the partner answer with a Diamond, second hand would bid No Trump.[1] As the cards lie, the double produces a Heart bid from partner and results in game. The No Trump would go down two,[2] an enormous difference, for which the double is entirely responsible.

[1] The Spade is a tempting bid, but it is not as apt to produce game as No Trump unless partner has four Spades. When a double is answered by a Minor-bid, that bid denies Major length.

[2] If second hand bid No Trump, third hand, instead of doubling, should pass and lead Diamonds. Six Diamonds and two Clubs should be made before Declarer takes a trick.

The camouflage double which violates the strength convention is made over an initial Minor with two strong Majors and with Minor weakness.[1] Such a double could be made, a Club having been bid, with such hands as—

♠ A-K-10-x-x		♠ A-K-Q-x
♡ A-Q-J-x-x	or	♡ A-Q-J-x-x
◇ x-x		◇ Q-x-x
♣ K		♣ x

In a certain percentage of the cases in which this double is made, the partner will bid one of the strong suits, thus quickly and effectively showing his preference. With a partner who does not understand the system, and will insist upon continuing his suit after doubler has denied it, this kind of double should not be made.

The two-suit double has one marked advantage over any other way of showing a Major two-suiter held by a player on the left of an initial Minor suit-bid. In the first example given above, should second hand bid one Spade over dealer's Club, intending to bid Hearts on the next round so as to direct his partner to indicate a preference, the scheme might fail as there might be no other bid. The Spade bid might stand and yet the partner might greatly prefer Hearts. With the double, this misfortune would be impossible. In the second example: Sec-

[1] This double is not advisable over a No Trump (where *four* suits are to be chosen from), nor should it, as a rule, be made over an adverse Major. Its use should be confined to a Major two-suiter, a Minor having been bid initially.

ond hand, if he did not double, should bid his 4-card Spade suit hoping to show the 5-card Heart suit later, but the Spade bid may stand and the partner may have longer Hearts so that with that suit the trump the result might be far more satisfactory.

DECLARATIONS FOLLOWING A SUIT-DOUBLE

The partner of the player whose suit-bid has been doubled is not in the same position as the partner of a player whose No Trump has been doubled. The main difference is in relation to a redouble. The redouble will often produce a large penalty when one No Trump has been doubled; but that is rarely the case after a suit-double. In the first case the redoubler is sitting opposite a No Trumper, in the second he is facing a suit-bidder. Only in an exceptional hand would a redouble enable the original suit-bidder to double the inevitable take-out; so the benefit of the redouble (at times so great when a No Trump is doubled) is rare in the case of a suit-double. If the partner of the bidder whose suit has been doubled have one or more raisers for the suit, it is generally wise to raise at once and shut out a fourth hand bid. When he has nothing in the suit, but has moderate side strength, the redouble may be used and in some cases is effective. In this case, however, on the rubber game it is generally wiser to bid No Trump. When the partner has one strong-long suit and the doubled suit is a Minor, or when it is a Major and the partner has less than three cards in it, the partner should bid his own suit.

THE DUTY OF THE PARTNER OF THE SUIT-DOUBLER

As is the case with a No Trump double, the partner of the suit-doubler is relieved from obligation to bid if an opponent make an intervening bid; but if the intervening opponent pass, the duty to take out the suit-double is even more imperative than in the case of a doubled No Trump.

When a No Trump is doubled, the doubler announces a No Trump also; but when a suit is doubled, the doubler probably denies strength in the suit he is doubling: he may even have been partly influenced to make the double because he had none of that suit. Length in the doubled suit is therefore, as a general rule, insufficient justification for passing partner's double of one. In such case, when unable to bid No Trump, doubler's partner should bid a 4-card suit, if he have one, no matter how weak it may be. With four cards of the doubled suit and three of each of the other suits, one No Trump is generally the best bid if the doubled suit be stopped; if the doubled suit be not stopped it is a desperate situation which requires a desperate remedy. When a Minor has been doubled and partner of the doubler has a bust with four cards of the adverse suit, and no other long suit, he may bid two of the adverse suit, thereby forcing the doubler to name the suit to be played. When the adverse suit is a Major, bidding two of it might force the partner to an unpleasantly high bid, so, in that case, two Clubs is the cheapest rescue.

When a suit-bid of two or three is doubled, the

partner of the doubler may advantageously pass when sure of two trump tricks and holding some side strength.[1]

In answering a suit-double it is even more important, than in answering a No Trump double, for the partner of the doubler to bid Major suit length.

In the following illustrations the dealer is supposed to have bid one Club, the second hand to have doubled and the third hand to have passed.

Fourth Hand Holding	Should Bid	The Reason
♠ x-x-x-x ♡ K-x ◇ A-J-x-x ♣ Q-x-x	1 Sp.	A 4-card Major should be bid in preference to a 4-card Minor, even when the Minor is much stronger.
♠ J-x-x-x ♡ K-x-x-x ◇ x-x ♣ A-x-x	1 Ht.	With two Majors of equal length, the stronger should be bid. A 4-card Major should be bid in preference to No Trump when the adverse suit is stopped but once.
♠ x-x-x ♡ K-x-x ◇ Q-J-x ♣ J-10-x-x	1 No Tr.	No 4-card suit to bid; so, although the adverse suit is only stopped once, No Trump is best bid.

[1] If it be first or second game; playing the rubber game, it may be wiser to bid No Trump.

Fourth Hand Holding	Should Bid	The Reason
♠ K-x ♡ x-x-x ◇ x-x-x-x ♣ x-x-x-x	1 Di.	The only 4-card suit except the one that has been doubled.
♠ Q-x-x ♡ K-x-x ◇ J-10-x-x ♣ Q-J-x	1 No Tr.	No 4-card Major. Adverse suit stopped. Something in every suit.
♠ Q-x ♡ J-x ◇ A-K-x-x-x ♣ Q-J-x-x	1 No Tr.	Game much more probable than in Diamonds.
♠ x-x-x ♡ x-x-x ◇ x-x-x ♣ x-x-x-x	2 Cl.	See page 148.
♠ x-x-x ♡ x-x-x-x ◇ x-x-x-x ♣ x-x	1 Di.	Worthless hand. Better to make bid seem as weak as possible.

Distinctions Between Informatory and Business Doubles

Most of the rules applying to the informatory No Trump double are applicable to the suit-double. The following table will show the distinction between Business and Informatory Doubles of suit-bids.

The Bidding					
Dealer	Second Hand	Third Hand	Fourth Hand	Character of Double	Reason
1 C	1 D	Double		Business	A double of a suit-bid of only one, but it is business because partner has bid.[1]
Pass	3 S	Double		Informatory	Double of three and partner has not bid.
Pass	4 H	Double		Business	Double of four.
1 N. T.	2 S	Pass	Pass	Informatory	Double of two and partner has not bid.
1 N. T. Double	2 H	2 S	3 H	Business	Double of three, but partner has bid.
1 S	Pass	3 S	Double	Informatory	Double of three and partner has not bid.
1 S	Pass	4 S	Double	Business	Double of four.
1 S	2 H	2 S	Double	Business	Double of two, but partner has bid.
1 S Pass	Pass Doub.	2 S	Pass	Business	Doubler did not double at first opportunity.

[1] Formerly a double of one Diamond, doubler's partner having bid one Club, was treated as an exception to the general rule (that any double is business after a bid by partner) because making it informatory would enable the doubler to show both Majors by one bid and only in the most exceptional deal would a player desire to double one Diamond for business reasons. Quite recently one of the ablest of Bridge theorists (Mr. E. E. Denison of Portland, Maine) suggested a plan which simplifies the double by removing this exception and which gives the bidder "the penny and the cake both." The removal of the exception leaves this a business double (partner having bid) and Mr. Denison provides for the showing of the two Majors with one bid by suggesting that in such case a bid of *two Diamonds* be made. This would direct the Club bidder to bid either two Spades or two Hearts, depending upon his length in these suits. This seems to be the wisest method for conventional players to adopt in this situation. Of course the Denison idea can be carried out whenever dealer has bid, has been overcalled by second hand and the desire of the third hand, unable to double informatorily because his partner has bid, is to direct dealer to name the unbid suit in which he is the longer. To accomplish this, third hand overcalls second hand's bid by bidding one more in the same suit.

The Bidding					
Dealer	Second Hand	Third Hand	Fourth Hand	Character of Double	Reason
1 S Pass	2 H Doub.	2 S	Pass	Business	Doubler did not double at first opportunity.
1 S Pass	Doub. Doub.	2 S	Pass	Informatory	Both doubles are informatory as partner has not bid.
1 S 2 S	Doub. Doub.	Pass	2 D	Business	First double is informatory, but second is business as partner has bid.
1 S 3 S	Doub. Doub.	2 S	3 D	Business	
1 C 2 C	Doub. Doub.	Pass	1 D	Business	
1 S	Pass	2 H	Double	Informatory	Double of two. Partner has not bid, second bid does not affect character of double.
1 N T	2 S	Double		Doubtful	For full explanation see below.

THE ONLY CASE IN WHICH A DOUBLE AFTER PARTNER'S BID MAY BE INFORMATORY

In the above table it will be noted that the last item is dealer one No Trump, second hand two Spades, third hand double; and the question of whether the double should be considered to be business or informatory is stated to be "doubtful" although the partner of the doubler has bid.

Many players prefer to make a double of this

sort informatory; others prefer to make no exception to the rule and to class this as a business double. Both schools are firmly convinced that the system they are using is the more productive one; and, strange as it may seem, both schools are right. The question of whether it is better to make this particular double business or informatory depends upon what kind of adversary has overcalled the partner's No Trump with a suit-bid. Old-school bidders in the second hand position still bid two of a suit over dealer's No Trump whenever they feel that their cards make such a bid reasonably safe; even when the winning of the game is apparently hopeless. They hope by their bid "to drive the adversary out of a No Trump"; but modern bidders in such position pass with the hope that, as they will have the initial lead against the adverse No Trump and can open the long suit, they may be able thereby to save a game which might be lost if the No Trumper or his partner shifted to a suit. This is not the place to discuss the pros and cons of that question; all that it is necessary to understand is that the modern bidder will not bid two of a suit over a No Trump unless he thinks that, with the partner's help, he has a good chance of going game. So the relative values of business and informatory doubles, when made by third hand after dealer's No Trump has been followed by second hand's suit-bid, depend upon what kind of bidder the suit-bidder is. To illustrate, two totally different types of hands are given for the third hand, viz.:

A	*B*
♠ A-10-x-x-x	♠ x
♡ K-x-x	♡ K-10-x-x
◇ J-x	◇ K-J-x-x
♣ J-x-x	♣ A-10-x-x

Dealer bids one No Trump, second hand two Spades. If second hand be a bidder who would bid two Spades on some such holding as K-J-x-x-x with a side Ace, it is important that the business double he retained; so that third hand with type "A" holding may adequately punish the audacious adversary. But if the adversary be a bidder who does not bid two of a suit over an adverse No Trump unless within approximately two tricks of game, *a business double can inflict no severe punishment.* Third hand would not be apt to hold type "A" hand after a modern second hand Spade bid following an initial No Trump; but if he did, he would appreciate that even then the penalty from a double would be small, and that two No Trumps would be a better declaration. So when playing against an adversary who uses modern methods, a double in this situation becomes an unusable declaration with type "A."

A glance will show that the holder of a hand of the class "B" type would be most anxious to make an informatory double of an opponent's Spade bid, and such double, if informatory, would doubtless be most effective; but if a double in this situation would be interpreted as business, it could not be made. In that case, the holder of the above type

"B" hand might bid three of one of his three 4-card suits; but, if he be obliged to do this, he can merely *guess* which of three semi-strong 4-card suits will be the most productive. To bid three Hearts, Diamonds or Clubs with type "B" hand would be misleading; to double for business would be unthinkable; but to double informatorily would be illuminating, for the informatory double with one word tells the story of three suits. The odds would be two to one against guessing the best bid for the two hands; the double would produce that result every time, except when it produced a re-bid of the No Trump, or a business pass—equally beneficial.

It is unquestionably sound Bridge tactics for a player to vary his system of conventions as well as his bidding and play to meet the practices of the enemy; and it is obviously as foolish, when playing against modern bidders, to continue a convention which has proven a winner against antique methods and a loser against modern methods, as to abandon it when playing against old-fashioned bidders. It is, therefore, recommended that the double in this situation be considered informatory (in other words, to be the only generally recognized exception to the general rule that a double is business after a partner has bid) when the table is made up of modern bidders, but that the exception should not be made when old-fashioned bidding is in vogue.

Of course partners must understand which system is being employed, but one question and one answer readily settles that.

THE SUBSEQUENT DOUBLE

As its name indicates, the subsequent double is one made *after* the doubler has made an original bid but before the partner of the doubler has bid. For some reason the average Bridge player seems to have difficulty in grasping its advantages. There seems to be something about a bid which removes from the mind of the ordinary player the possibility that its maker may subsequently wish to double informatorily, but the fact is that he often is most anxious to do so.

If the adverse declaration that is doubled be within the informatory limitation (that is, if it be one No Trump, or three or less of a suit), it is evident that under the doubling rule such double is technically informatory. The chance to double under such conditions frequently arises, so a careful consideration of the situation is advisable. It may be subsequent to either:

(*a*) A suit-bid by the doubler; or

(*b*) A No Trump bid by the doubler.

An original suit-bid is often made with some such holding as:

(1)	(2)	(3)
♠ A-Q-10-x	♠ A-Q-J	♠ A-J-x-x
♡ A-K-x-x	♡ A-J-10-x	♡ A-J-x-x
◇ A-J-10-x	◇ A-K-J-x-x	◇ A-Q-J-x-x
♣ x	♣ x	♣ None

With a hand of any one of the above types, a suit-bid (not a No Trump) should be made; but the

bidder would fly to the No Trump if his partner bid Clubs. If an adversary bid Clubs, an informatory double, so as to get the partner's suit, would clearly be the sound declaration. It is only by the use of such methods that it is possible to reach the desideratum, namely: play practically every hand at the contract at which it would be played if the partners had seen each other's cards. The opportunity to use the informatory double *after* a suit-bid by the doubler is frequently of inestimable value; and treating such a double as informatory rarely deprives the doubler of a business opportunity. It would be only on rare occasions, after a suit-bid of one, an overcall by an opponent and a pass by partner, that the original bidder would desire to double the opposing declaration for business.

It is a different question whether, after an original No Trump and an adverse suit-bid of two, partner not having bid, a double by the No Trump bidder can be more profitably used as business or informatory. Here the answer is not so obvious as in the case of an original suit-bid and numerous instances arise in which it is advantageous to double for business. When playing with sound bidders, it depends upon the location of the adverse suit-bid whether more profitable opportunities arise for a business or for an informatory double made subsequent to a No Trump. When the suit-bid has been made by an adversary *on the left* of the No Trump (the adversary who will have the lead against the No Trump), he must have great strength, and there are but few

chances for a profitable business double although many for an informatory double. Therefore, with a sound suit-bid on the left, it is most important that this double be informatory. But when the bid is made by the adversary *on the right* of the No Trump, the No Trump sitting over the bidder and the bid possibly made mainly as lead-indicator, there appear to be more opportunities for profitable business than for informatory doubles; but even here the difference is not great. There can be little doubt that if it be necessary to make the subsequent double after a No Trump (partner not having bid) either always business or always informatory, regardless of which adversary has overcalled, it should be always informatory. But if players have such experience and ability that they are not troubled by the additional complication, it is suggested that they distinguish between a bid on the left and a bid on the right of a No Trump, making the subsequent double informatory when the bid has been on the left, and business when on the right. This exception is so complicated that it is intended for expert consumption only, and consequently is not set forth in the general rule.

BUSINESS DOUBLES

With the up-to-date doubling system thoroughly understood, every double which is not informatory becomes a Business Double in which the doubler virtually says: "Partner, I am confident that we can defeat this declaration and I

want a bonus of 100 instead of 50 for every trick that our adversaries fall short of their contract. I do not wish you to take out the double unless your hand be of such peculiar character that you believe the double will not be very profitable and you are sure you can go game with your declaration."

There are two classes of Business Doubles:

1. The double of a bid which, if successful, will result in game whether or not it be doubled; such as a double (at a love score) of three No Trumps, four Hearts, or five Diamonds; or a double of two Hearts or two Diamonds when the adversaries have 16 on their trick score. Such a double is known as a *free double.*
2. The double of a bid which, if undoubled, will not secure game for the Declarer should he merely fulfil his contract; but which, if doubled, would make game unless the contract were defeated; such as a double (at a love score) of two No Trumps, two or three Hearts, or three or four Clubs.

In the first instance, the doubler may lose the difference in points which the Declarer may make as a result of the double. When a bid of four Hearts is doubled and the Declarer makes his contract, the double costs 82 points (32 for tricks and 50 for bonus). If the Declarer fall one trick short, the double gains 50 points; so in that case the odds are 82 to 50 against a free double. That,

however, is not all. The double gives the opponents the option of a redouble which would increase the possible loss by 114 and the possible gain by only 100; making the odds 196 to 150. When the declaration is Spades or No Trump, the odds against the double are slightly increased; when it is either of the Minor suits, they are slightly decreased. But in any event, the odds are against even a free double and it should not be made unless the indications clearly favor its success. The possibility of a successful redouble makes the case against careless doubling even stronger.

The figures given apply to going down one or barely making the contract; a set of two or more, or making one or more tricks over the contract, would alter the figures without invalidating the reasoning.

Suppose a bid of four Hearts is doubled and redoubled and the Declarer takes eleven tricks, he being able to ruff one or two high cards which the doubler expected would prove winners. This is an everyday case, but the figures are rarely brought home. Without a double, the Declarer would have scored 40 points; with the redouble he scores 160 points and 200 bonus, or 320 presented by an adversary who could hope to gain at most 50 or 100 and thought his venture "could not cost anything."

It having been demonstrated that the odds are against a free double, it is obvious that when the double is not free the doubler is at a still greater disadvantage. First or second game is worth 125

points, rubber game 250 points; and one of these figures (depending upon which game is being played) must be added to the possible loss of the doubler, so that he stands to lose at least four times as much as he is apt to win.

A *doubtful* double should never be made when the partner may have a game hand. For example, dealer bids three Spades; second hand four Hearts. A *doubtful* double of four Hearts by third hand would be unwise because dealer, expecting a large bonus, may be deterred from a successful bid of four Spades.

While the wild doubler is a most dangerous partner, a player cannot afford to have the reputation of *never* doubling as that permits his adversaries to take undue liberties in bidding.

OVERBIDDING A PARTNER WHEN HE HAS BEEN DOUBLED

It is seldom sound bidding to take your partner out when he has been doubled for business. When the partner of the player whose declaration has been doubled has strength, it will help to win the doubled declaration; when he is weak, the chances are that the change will only make matters worse. If the doubler be a reckless bidder, it is probable that the contract will be fulfilled; if he be a sound bidder, it is a safe assumption that he is prepared to double effectively any rescue-bid.

There are, however, some hands with which a take-out is effective and it is important that the

bidder, who is prone to interfere with the doubled partner, should thoroughly understand their character so that he may pass with any other holding. One case in which the doubled partner should be taken out is illustrated by the following example: Suppose dealer bids one No Trump, second hand two Hearts, third hand pass, fourth hand two Spades, dealer three Diamonds, second hand double. Third hand has had no opportunity to show either weakness or strength and dealer is warranted in expecting some little help (at least normal support in Diamonds) from him. If third hand hold—

♠ x-x-x
♡ x-x-x-x
◇ x
♣ J-10-x-x-x

it would be sound to take out with four Clubs because the hand is trickless in Diamonds, but of material assistance in Clubs; and the bidding would indicate that dealer has strength in Clubs. In such case, although it increases the contract, the take-out is justified. If, however, the hand be—

♠ None
♡ x-x-x-x
◇ x-x-x
♣ J-10-x-x-x-x

the take-out would be most unwise, as the hand will probably aid the partner by its ability to ruff Spades.

Another case in which a take-out is justified occurs when the doubler is expecting a trick or tricks which his partner has good reason to assume will not be made. When, for example, dealer bids one Spade, is over-called with three Hearts, bids three Spades and finally doubles four Hearts, partner not having spoken, and partner holds a bust with five small Spades and no Hearts, a take-out might be wise; not because of the lack of Hearts but because the length of the Spades makes it probable that one or more Spade tricks the doubler is expecting will be ruffed.

When a player can help a partner who has been doubled, changing the bid is the limit of folly, as the fulfilling of a doubled declaration is exceptionally remunerative. Suppose a dealer bids one Diamond, second hand one Spade, third hand two Hearts, fourth hand three Spades, dealer pass, second hand pass, third hand four Hearts, which is doubled. Dealer holds

♠ K-Q
♡ None
◇ A-K-J-x-x-x
♣ x-x-x-x-x

It is possible but not probable that five Diamonds could be made, but the partner has bid four Hearts without assistance, other than the initial Minor bid. As this hand assures one Spade and, unless ruffed, two Diamonds, it is fully up to its guaranty. If the partner be a sound bidder his success is beyond

question. It is better to be sure of winning four or more Hearts worth 16 per trick (plus a bonus of at least 50) than to take the chance of making five Diamonds worth seven per trick.

A FINAL WORD ON INFORMATORY DOUBLING

Before leaving the subject of doubling, it will be well to emphasize that the Informatory Double is a weapon which when unskilfully handled has an unlimited capacity for producing disastrous results. The havoc apt to follow unskilful doubling is far greater than the benefit to be derived from it when used with intelligence and discretion. A half understanding of the subject will not do; the player who would be successful must really master all the intricacies of informatory doubling or else he should never use it and should request his partners not to do so. The following cardinal rules may fittingly bring this chapter to a close:

Be sure you know what message you wish to convey to your partner.

Be sure your declaration (bid, double or pass) will convey the right message if correctly interpreted.

Before launching your message, be confident that your partner will rightly interpret it.

If in doubt, remember that overcalling a business double is apt to be less harmful than passing an informatory one.

Be sure you understand the meaning of every message which it is possible that your partner may send.

XI

LATER BIDS

A Later Bid is any bid made after an Original Bid. Later Bids are subdivided into Following Bids, Secondary Bids, Forced Bids and Subsequent Bids.

A Following Bid is a bid made over the first adverse bid (*e. g.*, a bid by second hand directly following a bid by dealer; or a bid by fourth hand after a bid by dealer and passes by second and third hands). A Secondary Bid is one voluntarily made by a player who has previously passed; a Subsequent Bid is one made after two or more previous bids or doubles; a Forced Bid is a Subsequent Bid which a player is compelled to make in answer to partner's double. A pass or bid made in answer to partner's shift bid of a two-suiter, might be classed as a forced declaration. A suit-bid made by second hand following a suit-bid by dealer, is sometimes called a forced bid. But in this chapter the term is used only to signify a bid forced by partner's informatory double.

Before entering a discussion of the complicated situations which may follow the original bid, it should be remarked that these situations have been covered already in part by Chapter X on doubles.

A double is in many particulars the parallel of a bid; it keeps the auction open and is made either to give information or for the purpose of doubling the value of points which the doubler expects to win. It would be quite logical to discuss the whole subject of doubling concurrently with the subject of bidding as a whole; but it has seemed better to devote a chapter to the doubles, including therein a discussion of bids which form a necessary part of the doubling scheme, and then to finish the subject of the auction in another chapter, with only such incidental reference to doubling as may be necessary.

XII

SECOND HAND FOLLOWING BIDS

In the above heading, "Second Hand" means the player on the left of the original bidder. In that sense, "Second Hand" might be any one of the four players—even dealer if, after three passes, an original bid were made by the player on dealer's right. To avoid all possible confusion, the discussion will be confined to the bids of the player who has been called "Second Hand" in the preceding chapters, *i. e.*, the player on dealer's left; or to state it in terms of compass directions, the bid of West after South has dealt and bid.

All second hand bids made after a pass by the dealer are considered under initial bids; all cases in which second hand should double dealer's bid are considered under doubles; so there only remain to be considered bids by second hand after a bid by dealer.

FOLLOWING BIDS AFTER A SUIT-BID

After a suit-bid by dealer, second hand should rarely bid with a hand which justifies a double, because the double is more apt to lead up to a game-going declaration for the partnership; but when not strong enough to double, second hand

may be justified in making a following bid, with even less high-card strength than is required for an initial bid. It may be the last opportunity of second hand to bid, and a following bid, differing materially from an initial bid, does not indicate the presence of any certain cards. Second hand should not pass with a holding which partner, even when not strong enough to bid, might supplement sufficiently to be able to force up the adverse bids. For example, dealer bids one Heart and second hand holds—

♠ J-10-x-x-x
♡ x-x
◇ A-Q-J
♣ x-x-x

The holder of this hand would not be justified in bidding a Spade initially; but, in the "following" position, he would not dare to pass with the idea of showing his Spades later, as he may not have the chance. He dare not double as that declaration would announce Club and high-card strength which the hand does not possess. After this application of the process of elimination, one Spade is the bid which remains.

A following bid, therefore, does not of necessity show the specific high-card strength announced by an initial bid and consequently is not as informatory. It does, however, show that the hand (but not necessarily in the suit that is bid) contains a certain amount of high-card strength, viz.: one quick trick,

plus. The "plus" may be a King, a Queen-Jack or any such trick possibility.

When a following bid is made *after the partner has passed,* the advisability of informing a partner, who may be quite strong, is not a factor; and the danger of an effective adverse business double is much greater. In such cases it is not wise to bid unless the high-card strength is up to the requirements for an initial bid or unless a lead-directing bid seems to be essential.

FOLLOWING BIDS AFTER A NO TRUMP

When dealer has bid No Trump, second hand may find himself with sufficient strength in one suit or divided between two to warrant the expectation of saving game if the No Trump be played; if so, he should not bid unless convinced that his bid will not guide his opponents into a suit declaration with which they may score game. Even when his suit is a Major and he has such strength in the other Major that he does not fear that his adversaries will shift to it, a bid is not wise unless the hand be so strong that, with the help his partner may be reasonably expected to furnish, there is a good chance to make game against an adverse No Trump holding. Therefore, second hand should pass with a solid suit, unless it be supported by sufficient side strength to make game probable; or with a 5-card King-Queen-Jack suit and one quick re-entry.

On the other hand, in these days of light No Trumpers, second hand may have such length and

strength in a suit, especially if it be a Major, that a bid may mean game if his partner have a few high cards. A pass, under such conditions, would be most unfortunate; so, when a real probability of game looms up, second hand should bid—or perhaps double. With a hand in which game is probable, a double is frequently wiser than a bid. To bid or not to bid under such conditions is a question for which it is difficult to furnish any general answer; it must be left largely to the judgment of the player, who should realize that ten mistakes are made by bidding a suit second hand over a No Trump to every one made by passing.

Some writers have, therefore, gone to the extreme of advocating that second hand should *never* bid over Dealer's No Trump. To give such advice is unsound, but it is nevertheless true that the large majority of following suit-bids made over a No Trump are unwise.

It is absurd for second hand to bid two Clubs over one No Trump with a holding like—

♠ x-x
♡ x-x
◇ A-J-x
♣ A-J-10-x-x-x

To make game in Clubs, the partner will have to furnish about four tricks; rather too much to expect against an adverse No Trump. Passing offers an excellent chance to defeat the No Trump, but a bid

of two Clubs will at once warn the No Trump declarer and his partner that the Club suit may be dangerous. If they have no high Clubs, it may guide them away from the No Trump, which would not produce game, to a Major bid which will. If they have high Clubs, they will bid (and probably make) two No Trumps.

When the second hand holding is weaker, for example—

♠ x-x
♡ x-x
◇ K-x-x-x
♣ A-J-x-x-x

the Club bid is still less excusable as it is subject to all the objections named above, plus the serious chance that it may afford the adversaries an advantageous opportunity to double.

Another type of hand with which a bid is often made by second hand over a No Trump is—

♠ A-Q-10-x-x
♡ x-x-x
◇ A-x-x
♣ x-x

If second hand bid two Spades with this holding, he may shut out a lead-directing bid from his partner. Should the No Trump bidder then bid two No Trumps, he may be able to win a game which could

have been saved had fourth hand made the lead-directing bid that the two-Spade bid shut out. Should fourth hand have sufficient strength to help second hand to a game in Spades, he will certainly make some bid; in which event second hand has the chance to show his Spades later. A second hand bid under such circumstances is rarely advantageous and for a variety of reasons is generally most disadvantageous.

Holding a strong hand, with an adverse No Trump on the right, not more than two winning cards should be expected in the partner's hand. To look for even that number is the act of an optimist, but games are valuable and no reasonable chance to win one should be neglected. The rule suggested is that the No Trump be overcalled when two tricks in the hand of the suit bidder's partner would produce game; but that with less strength second hand should pass. Second hand in reckoning his strength is warranted in computing his winners upon the basis that high cards which he desires to find on his right will be there, so that finesses will succeed. For example, Ace-Queen in a side suit may be counted as two tricks.

Following this theory, at a love score it is not advisable for second hand to declare a Major suit over dealer's No Trump with less than eight tricks; and to justify a Minor bid, the hand should be one trick stronger. When to pass and when to bid on the left of a No Trump is an important feature of bidding tactics too little understood.

SECOND HAND HOLDINGS, DEALER HAVING BID NO TRUMP

♠ A-K-Q-x-x-x ♡ K-x ◇ J-x ♣ J-x-x	Should pass.	♠ x ♡ x-x ◇ K-Q-J-x-x-x ♣ A-Q-x-x	Should pass.
♠ A-K-Q-x-x-x ♡ A-Q ◇ x-x ♣ x-x-x	Should bid Spades.	♠ x-x ♡ K-Q-J-x-x-x ◇ A-x ♣ K-x-x	Should pass.
♠ J-x ♡ x-x ◇ A-Q-x ♣ A-K-Q-x-x-x	Should pass.	♠ x-x ♡ None ◇ K-Q-x-x-x ♣ A-K-Q-J-x-x	Should bid Clubs.
♠ x ♡ K-x-x ◇ A-Q-x ♣ A-K-Q-10-x-x	Should bid Clubs.	♠ A-K-x-x-x-x ♡ K-J-10 ◇ None ♣ K-J-10-9	Should bid Spades.

All of the above advice is predicated upon the supposition that the bidder has a love score. With a score (which must put game at least one trick nearer), a bid should be made with holdings with which at a love score a pass would be the sound declaration. An adverse score is also a factor; when one No Trump will give the adversaries a game, bids should be made which at love would be inadvisable.

This position of second hand, bidding after dealer's No Trump, must not be confused with that of fourth hand bidding a suit for lead-indicating purposes.

WHEN DEALER BIDS NO TRUMP AND SECOND HAND HAS A NO TRUMP ALSO

The class of second hand holdings considered above include only those with which a suit rather than No Trump would have been bid by second hand had dealer passed. When second hand also has a No Trump, there arises a situation covered in the chapter on doubles.

WHEN TO BID NO TRUMP OVER A SUIT

To justify bidding one No Trump over dealer's initial suit-bid, second hand should have better than a border line No Trump. The adverse suit should be safely stopped and, if it be stopped but once, the hand should have at least four other quick tricks. If it be stopped twice, No Trump may properly be bid with a holding but little stronger than a minimum initial No Trumper.

When the adverse suit is stopped but once and second hand has a suit declaration, it is generally better to bid it, especially if it be a Major; under such conditions a double is apt to be advisable.

When the adverse suit is not stopped, No Trump should not be bid. While it may be possible to make one or even two No Trumps after the adverse suit has been run, it is nevertheless of vital importance that second hand should not bid No Trump without a stopper in that suit; to break this rule may produce disastrous results. A No Trump bid guarantees that the suit is stopped and, relying on this, the partner may assist the No Trump and furnish the adversaries a profitable business double.

XIII

LATER THIRD HAND BIDS

[Following the method of Chapter XII, where "Second Hand" always means the player on Dealer's left, "Third Hand" in Chapter XIII will always mean Dealer's partner.]

The third hand is called upon to declare in one of four situations, viz.:

(*a*) After two passes.
(*b*) After a pass by dealer and a bid by second hand.
(*c*) After two bids.
(*d*) After a bid by dealer and a pass by second hand.

Situation (*a*) would be an Original Bid.

Situation (*b*) is similar to that covered in Chapter XII when second hand bids after a bid by dealer. The only difference is that when second hand bids after dealer, his partner is an unknown quantity; while third hand, bidding after second hand, has a partner who has passed. One more trick is needed for a bid in the latter position.

Situation (*c*) is considered under the head of Other Later Bidding.

Situation (*d*) is the subject of this chapter.

AFTER A BID BY DEALER AND A PASS BY SECOND HAND

When dealer has bid, second hand has passed and third hand has strength, the winning of the

game is most probable and the declaration of third hand should be subservient to that object. The science of partnership bidding is to select the bid which partners would have chosen if they had seen each other's hands. Bidders of average ability should accomplish this in a large percentage of deals, experts should make a record nearly one hundred per cent perfect. This is only possible by the use of a thorough system of overcalling whereby each partner shows, as accurately as may be, the contents of his hand. Third hand should take dealer out with some other declaration whenever there is reason for his doing so; and dealer, if the bid of third hand do not suit him, should name a third declaration or return to his first bid.

TAKING OUT PARTNER'S NO TRUMP

The question which has occasioned more discussion than any other Bridge problem is: With what holdings should a player take out his partner's No Trump? This problem presents itself both with weak and strong hands:

(*a*) When the partner of the No Trump bidder is weak, the question is whether the defeat of the No Trump is unavoidable; and if so, whether a suit-bid which would increase the size of the contract would reduce the loss. Also whether the suit-bid can be made without misleading the partner.

(*b*) When the partner is strong, the point to be determined is whether the option of chang-

ing the declaration from No Trump to a suit, should be referred back to the No Trump bidder.

THE RESCUE OF NO TRUMP

Abnormal weakness of third hand, after dealer has bid No Trump and second hand has passed, generally means—

(*a*) That dealer has bid with great strength and will make, or nearly make, his contract; or—

(*b*) That fourth hand will bid or double.

The advisability of the weakness take-out, or "rescue" as it is generally called, has been questioned by those who contend that advancing a contract from one to two with approximately a bust holding is merely increasing the commitment without providing material for winning additional tricks. Another objection to a rescue, when it can be recognized as such, is that if an adversary become the Declarer, he can tell which way to finesse. It is also contended that a bid of one No Trump rarely suffers a severe penalty and when it does the adversaries have generally lost an opportunity to go game.

On the other side of the account are the hands in which the No Trump maker has length and strength in the take-out suit; also those in which changing to a trump keeps a long adverse suit from being run. In both of these cases the rescue is exceptionally advantageous. Then too the take-out

may help in another way. Whenever it can be recognized as a rescue, it warns the No Trump bidder not to go on with the No Trump unless he have the requisite tricks in his own hand.

All authorities agree that *the rescue should never be made with a suit of less than five cards.* A trump suit of this length may take two trump tricks and so the rescue may reduce the loss one trick. But when the No Trump maker is short, and one adversary is long, in the suit named by the rescuer, the rescue may produce serious results. There are also hands in which changing from No Trump to a trump gives the adversaries the opportunity to ruff one or more of the high cards which justified the No Trump, and which, had the rescue not taken place, would have been winners.

The rescue (whenever it can positively be recognized by the partner as such), has so many advantages and disadvantages that it is but natural to find expert opinion divided concerning its expediency. As a saving device, it is equally valuable whether the take-out suit be a Major or a Minor; and when the suit is longer than five cards the benefit is more probable. With a 7-card suit, a rescue is always advisable—even authorities who differ about the other details, agree upon that.

All weakness take-outs are made after dealer has bid *and second hand passed.* If second hand bid, that takes out the No Trump and a rescue is unnecessary: a third hand bid in that case shows strength.

Before attempting to reach any definite conclusion concerning the rescue of a No Trump (except that with less than a 7-card suit it presents a problem) it is advisable that its opposite should be considered, viz.: the strength take-out.

TAKING OUT A PARTNER'S NO TRUMP WITH STRENGTH

The overcall which is made with strength with the idea of increasing prospective gains and ensuring the winning of prospective games, is far more pleasant to contemplate than the weakness take-out made to limit prospective losses.

The strength take-out is generally made with a Major-suit bid. It takes two more tricks to score game in a Minor than in a No Trump; and there are few deals in which a No Trumper held by one partner and a strong Minor by the other will produce eleven tricks with the Minor trump and yet fail to win nine if played without a trump.

With a strong 5-card Major opposite a No Trump it is different. Game with a Major requires ten tricks and, when exactly that number are obtainable, the Major will reach its goal where the Minor will fall one short of the eleven tricks needed.

Many who debate this question of Major take-out fail to consider the subject in all its aspects; they treat it as merely a question of whether the combination of a No Trumper facing a hand containing a strong Major suit will produce better results at No Trump or with the suit-bid. Some hands, with the assistance of a Dummy containing a strong

Major, will produce three odd tricks for a No Trump but will fail to furnish four for the Major; others which encounter a strong, long adverse suit will find the game easy with a Major but impossible with No Trump. Consequently, the conclusion is reached by those who fail to go to the bottom of the question that when the partner of a No Trump bidder has a strong 5-card Major, with or without other assistance for a No Trump, it is a gamble whether he is ensuring or losing game by changing the declaration.

One well-known writer claims that he has analyzed a thousand actual hands and finds that when a Major strength take-out is justified there are as many hands which produce the better result with No Trump as there are which obtain it in the Major. If this be an accurate criterion, and it probably is, it follows that as between failure to take out with Major strength or taking out and invariably permitting the take-out to stand, it is a case of "Hobson's choice."

Such reasoning is good as far as it goes; but it fails to consider that, when the No Trump bidder is sure that the take-out was made with strength, he can make an intelligent selection. In other words, instead of being a *guess* by third hand it becomes a dealer's *choice* based upon dependable data.

WHEN TO TAKE OUT A NO TRUMP WITH A MAJOR SUIT

The best method of ensuring the game, when the initial bid is No Trump and the partner has a hand

which can materially help the No Trump and which includes a strong 5-card Major suit, is to have the partner show that Major suit by bidding two Spades or Hearts, as the case may be, with the expectation that the original bidder will return to the No Trump if the character of his hand, plus the information conveyed by his partner's bid, convince him that the game is more probable playing without a trump. But if the partner be in the habit of bidding two of a Major whenever he has a 5-card suit, whether it be weak or strong, his bid does not convey any definite information and a return to the No Trump cannot be made safely, because, should the partner have nothing but a flock of small Spades or Hearts, the hand would be worth more with a trump and two No Trumps would be destined to severe defeat. To realize the full value of the strength take-out it must be earmarked so that the partner may be able to distinguish it from a rescue.

The elimination of the rescue with Major suits seems to be the solution of the problem. In the long run this may cost a few fifties in the honor-score, but it is safe to say that any such resultant losses are inconsiderable compared with the gains bound to accrue if the original bidder, whenever weak in the Major take-out, is able to return to his No Trump, knowing that there is just the help he needs across the table.

Players who adopt the strength method may regret that they cannot rescue when they hold a bust with some such Major suit as Queen-Jack-x-x-x; but the

two take-outs (strength and weakness) cannot be combined effectively and players who use strength must accept the small loss (if loss in that particular hand there prove to be), knowing that the soundness of this scheme of declaration must in the long run produce satisfactory results.

One example will illustrate how advantageous it is for the initial No Trump bidder to be sure that his partner's Major take-out was based on strength. Dealer has bid one No Trump, second hand has passed, third hand, who has bid two Spades, has—

♠ K-J-x-x-x
♡ Q-J-x
◇ A-x-x-x
♣ x

Dealer, if sure of third hand's Spade strength, may be practically sure of game by letting the 2-Spade bid stand or going back to No Trump; the choice depending upon the make-up of dealer's hand.

Hand of No Trump Bidder Whose Partner Has Taken Out With Above Hand	Tricks Probable *If Dealer allow Spades to stand*	*If Dealer return to No Trump*
♠ A-Q-10 ♡ A-K-x ◇ K-J-x-x-x ♣ x-x	11 to 13 (game)	7 to 8 (no game)
♠ x-x ♡ A-10-x ◇ K-Q-x-x-x ♣ K-Q-J	7 to 9 (no game)	9 to 11 (game)

Hand of No Trump Bidder Whose Partner Has Taken Out With Above Hand	Tricks Probable *If Dealer allow Spades to stand*	*If Dealer return to No Trump*
♠ x-x ♡ A-K-x-x ◇ K-Q-J-x-x ♣ A-x	7 to 9 (no game)	10 or 11 (game)
♠ x-x ♡ K-10-x-x ◇ Q-J-x ♣ A-J-10-x	7 or 8 (no game)	8 or 10 (probable game)
♠ Q-10-x-x ♡ A-x-x ◇ K-Q-J-x-x ♣ A	11 or 12 (game)	8 or 9 (game doubtful)

When a dealer bids a No Trump and his partner bids two of a Major it is impossible, unless the strength convention be observed, for the No Trump bidder to know whether the take-out shows strength or weakness. A plan of bidding which gives two meanings to the same bid never produces satisfactory results. One take-out must be eliminated and the strength take-out is of the greater value. To give up the Major rescue sacrifices comparatively little; to give up the strength take-out would cost innumerable slams, games and high scores. The advisability of abandoning the 5-card rescue with a Major suit is, therefore, now generally conceded.

TAKING OUT NO TRUMP WITH 4-CARD MAJORS

The success which has attended the initial bidding of 4-card Majors has naturally suggested take-outs of a partner's No Trump with an exceptionally strong 4-card Major. Experiments have not shown the plan to be worthy of adoption; even when the Major is as strong as Ace-King-Queen-x, unless a blank suit or a singleton suggests serious danger for the No Trump. However, it may be advisable for third hand to take out with two types of holdings, viz.:

(1) Four honors in the Major with one quick trick on the side.

(2) The three top honors; or at least two of them (*i. e.*, any two of Ace, King and Queen), one quick trick (or more) on the side; and a blank suit or weak singleton.

The Major take-out positively announces strength for the partner's declaration; it extends to the No Trump bidder the option of allowing the Major to stand or returning to No Trump with a guaranty of help for the No Trump.

With six cards of a Major suit many players still stick to the weakness take-out; being prepared, should the partner bid two No Trumps, to bid three in their suit. They figure that with a 6-card suit and a partner who has the other three well in hand, there can be little danger. When the 6-card Major is headed by a card as high as a King or Queen and also another honor, or when the hand contains any side strength, the take-out is doubtless advisable;

but it is at least questionable with such a holding as six Hearts headed by a Nine, and a side suit containing no card higher than a Jack. A third hand who bids two Hearts with a hand of this character is placed in a most uncomfortable position when his partner, believing that Major rescues have been abandoned and expecting a strong Dummy, bids two No Trumps. On the other hand the bid may produce a game unobtainable at No Trump. It would seem best to class it as an optional take-out.

With a suit of seven, no matter how weak it may be, the advisability of bidding it cannot be questioned. The No Trump bidder must have at least two cards in the take-out suit (modern bidders do not bid No Trump on hands containing blank suits or singletons); so, if partner return to two No Trumps, a re-bid of the Major is safe and sound.

With a Major suit of five cards or more including four or five honors, making it most probable that the Major is the better choice, the first overcall of partner's No Trump may be a bid of three to mark clearly the character of the take-out.

THE AMOUNT OF STRENGTH REQUIRED TO JUSTIFY TAKING OUT A NO TRUMP WITH A 5-CARD MAJOR

When third hand, with a 5-card Major, tells his No-Trump-bidding partner that he has a Major bid and also a hand which will help a No Trump, his Major must be strong or he must have high cards on the side, or both. With a worthless side hand, King-Queen-x-x-x is the weakest Major which

should be bid; but with side strength it may be advisable to extend the option by bidding two of the Major even when it is only Jack-high. A few illustrations follow.

Holding of Third Hand, Partner Having Bid No Trump and Second Hand Having Passed	Declaration That Third Hand Should Make	The Reason for Third Hand's Declaration
♠ K-J-x-x-x ♡ x-x-x ◇ x-x ♣ x-x-x	Pass	Not sufficient strength to risk forcing dealer to bid two No Trumps.
♠ Q-J-x-x-x ♡ A-J-x ◇ x-x ♣ x-x-x	Two Spades	The side strength makes the hand strong enough to bid.
♠ K-10-x-x-x ♡ x-x-x ◇ Q-x ♣ x-x-x	Pass	Hand too weak; if dealer should bid two No Trumps the result might be disastrous.
♠ K-10-x-x-x ♡ x-x-x ◇ Q-x ♣ A-J-x	Two Spades	The side strength makes the hand strong enough to bid.
♠ K-Q-x-x-x ♡ x-x-x ◇ x-x ♣ x-x-x	Two Spades	Shows minimum strength with which Major take-out should be made.
♠ A-x-x ♡ J-10-x-x-x ◇ x ♣ A-Q-10-x	Two Hearts	The side strength justifies the bid; the singleton makes it advisable.

MINOR TAKE-OUTS

Among those who believe in using the Minor two-bid as a weakness take-out there is some difference of opinion as to when it should be employed. Some follow the theory that the greater the weakness, the greater the need for a rescue and consequently take out with any trickless hand which contains a 5-card Minor regardless of whether the high card of the Minor be a low honor or merely a spot card. Others do not approve of a rescue with absolute weakness, but do with a Minor holding not apt to help materially a No Trump but which nevertheless has some ultimate strength, for example: Queen-Jack-x-x-x or King-Ten-x-x-x. Still others do not rescue with any 5-card Minor unless the hand contains a worthless singleton. With a 6-card Minor and a hand which cannot assist a No Trump, the general practice of all who are not Minor strength-showers is to bid two of the Minor.

When the Minor is so strong that its holder has reason to believe that it is apt to be a surer and safer game-goer than the No Trump, *a bid of three of the Minor pictures the holding for the No Trump bidder.* It shows an unusual hand which apparently ensures game and possibly a better honor-score with the Minor suit the trump. This hand almost invariably has a singleton or a blank suit.

Two examples of the Minor strength take-out are given on the next page. Dealer bids one No Trump, and the holdings of dealer and third hand are respectively as follows:

Dealer	Third Hand
♠ A-Q-x	♠ K-x-x
♡ A-K-x	♡ Q-x-x-x
◇ A-x-x-x	◇ K-Q-J-10-x-x
♣ x-x-x	♣ None

Result at Diamonds, grand slam plus 90 honors; at No Trump, at most, 20 for tricks plus 30 Aces.

Another example—

Dealer	Third Hand
♠ A-K-x	♠ x-x
♡ x-x	♡ x-x-x
◇ J-10-x-x	◇ A-K-Q-x-x-x
♣ A-K-J-x	♣ x-x

Dealer bids No Trump; second hand with short, weak Spades and the five top Hearts passes. The gain from bidding Diamonds is obvious.

SUMMARY OF TAKE-OUTS OF AN ORIGINAL NO TRUMP BID

A take-out by bidding two of a Major means strength or unusual length.

A take-out by bidding two of a Minor means weakness.

A take-out by bidding three of a Major shows a suit of at least five cards with four honors, or strength with unusual length.

A take-out by bidding three of a Minor shows exceptional length and strength in that suit.

OTHER SYSTEMS OF NO TRUMP TAKE-OUT

Before passing from the subject of No Trump take-outs it is only proper to state that it is the topic upon which there is today the greatest difference of expert opinion and the greatest variation in the conventions used by good players. While this is to some extent true of both Major and Minor take-outs, the greatest differences among those whose judgment is of value appears on the Minor question. The sound opinion of the best equipped authorities is almost unanimously in favor of the general scheme of Major take-out herein outlined and advocated; but many of those same experts do not agree with the Minor convention given above. They do not favor any weakness take-out, believing that the overcall of a partner's No Trump with a Minor should show at least one high-card trick in the Minor and a blank suit or worthless singleton.

All systems of strength or semi-strength Minor take-outs give the player who is contemplating the take-out the most complete instruction as to just when he should bid and when he should pass, but do not seem to be so explicit as to the holdings with which the No Trump bidder should pass the take-out, and those with which he should overcall it with two No Trumps.

The author has always favored the use of the Minor two-bid as a rescue; thus giving the No Trump bidder accurate information. This does not mean that it is obligatory for a player to rescue whenever he has a five-card Minor with a worthless

hand. Far from it; but it does mean that a two-bid of a Minor, made at a love score over a partner's unopposed No Trump, should announce, "No tricks here for a No Trump"; so that with any such hands as—

(1)	(2)	(3)
♠ None	♠ x-x	♠ x
♡ x-x-x	♡ x-x	♡ x
♢ x-x-x-x-x	♢ x-x-x	♢ J-x-x-x-x-x-x
♣ x-x-x-x-x	♣ x-x-x-x-x-x	♣ x-x-x-x

a player can rescue (if he wish to do so) without any chance that his bid will be misunderstood. Of course there are hands in which a Minor two-bid, made with strength over a No Trump, makes it quite clear to the No Trump bidder that it is better to play with the Minor the trump rather than at No Trump; but with most No Trump holdings, the No Trump bidder after a strength-showing partner has bid two of a Minor, is completely in the dark as to what he should do.

Suppose a dealer has bid No Trump, second hand has passed, third hand (a strength shower) has bid two Clubs, and fourth hand passed. Dealer holds—

♠ A-Q-10
♡ A-J-9-8
♢ J-x-x
♣ A-x-x

What is the poor No Trump bidder to do? He knows that his partner fears that Spade, Heart or

Diamond danger threatens the No Trump, but for which suit is he issuing his warning? If it be Spades or Hearts, the No Trump bidder has nothing to fear, and a return to the No Trump is advisable; but if it be Diamonds the danger is real and it would be safer to let the Clubs stand.

If a No Trump bidder could determine accurately in which suit his partner is short, the take-out with Minor strength would unquestionably be advisable, but as no system has been devised to convey that vital information his next declaration must be a guess. It is a recognized principle that forcing the partner to guess is unwise and it seems foolish to make this situation an exception, especially as the odds are against, rather than in favor of, the success of the guess. The weakness take-out in the Minor has successfully stood the test of years. It is advantageous in that it permits Minor bidding with two worthless 5-card suits, with a 6- or 7-card Minor bust, with a weak 5-card Minor and a hand that contains a blank suit, or a singleton, or whenever the third hand senses danger for the No Trump. It is therefore earnestly recommended as being more simple, satisfactory and profitable than any other system.

HOW THIRD HAND WITH A TWO-SUITER SHOULD TAKE OUT DEALER'S NO TRUMP

When dealer bids one No Trump, second hand passes and third hand holds two 5-card suits of any sort—that, is five cards or more—the chances

are that a suit-bid will work better than No Trump if the suit named in the contract be the suit that the No Trump bidder selects as his choice between the two. When the two suits are both Majors the take-out is apt to be exceptionally advantageous and should be made unless the weakness be phenomenal. Some contend that the weakness cannot be too great, but with any such hand as—

♠ 6-5-4-3-2
♡ 6-5-4-3-2
◇ 3-2
♣ 2

it certainly would be venturesome to bid; and also probably unnecessary, as in such case fourth hand is apt to bid and consequently to relieve the situation. However, bidding a two-suiter *after* a partner's No Trump requires much less strength in the two suits than it does to bid it originally, and also much less strength than it does to bid a 5-card Major over a No Trump without another 5-card suit as a refuge in the event of a two No Trump bid by partner.

Many players who use only the Major strength take-out fail to distinguish between two very different types of hand, viz.:

(*a*) A Major take-out which furnishes neither assistance for a No Trump, nor an alternative declaration if the partner deny the Major by bidding two No Trumps, such as:

♠ 10-x-x-x-x		♠ J-10-x-x-x-x
♡ J-x-x-x	or	♡ J-x-x
◇ J-x-x		◇ x-x
♣ x		♣ x-x

(*b*) A Major take-out which furnishes little or no assistance for a No Trump, but which provides a reasonably safe refuge if two No Trumps be bid, such as:

♠ Q-x-x-x-x		♠ J-x-x-x-x-x
♡ J-10-x-x-x	or	♡ J-10-x-x-x
◇ J-x		◇ x
♣ x		♣ Q

With hands of the (*a*) type every indication of composition and distribution would suggest a take-out, and yet to bid would invite two No Trumps with inadequate No Trump assistance and no possible refuge other than a re-bid of the weak suit that the No Trumper has denied.

With hands of the (*b*) type the alternative declaration makes a take-out with two Spades compatible with the strength convention because the Heart refuge is available if the partner bid two No Trumps. The Heart, even bidding three, will probably work better than the No Trump because the partner must have three suits and as he has denied Spades, Hearts must be one of the three; so a Major two-suiter should be used for take-out purposes unless its holder consider it too weak to bid. At one time the author suggested a minimum for two-suit take-

outs; but experience shows that any fixed minimum, no matter how low, may be too high in some hands. A player should size up his thirteen cards and use his judgment.

When taking out a no Trump with a strong two-suiter, one important principle is often overlooked even by otherwise sound bidders.

♠ A-J-x-x-x
♡ A-Q-10-x-x
◇ x
♣ K-x

Of course third hand should first bid two of one of the Majors and, if dealer bid two No Trumps, should then bid three of the other. A dealer who bids one No Trump and later overcalls his partner's Major with two No Trumps, in ninety-nine hands out of a hundred will be delighted to have his partner announce a second 5-card Major and will prefer that Major to No Trump. As the first Major did not fit his hand the second must do so.

There can be no question that, were the above hand to be bid initially by a *dealer*, he should first bid one Spade (the higher-valued suit) following with Hearts so as to give the partner an opportunity to show a preference without increasing the contract. Knowing this, many a good bidder as third hand fails to appreciate the difference between his position and that of a dealer. He bids Spades when he has a major two-suiter with stronger Hearts, thinking that if he bid Hearts later, dealer can return to

Spades without enlarging the commitment. But to give dealer this opportunity is unnecessary because a No Trump bidder who calls two No Trumps over his partner's Major take-out, *ipso facto* denies that Major and cannot possibly prefer it to the other Major; he will have expressed his preference in advance.

In the holding shown on page 194, the two suits are of the same length but the Heart is headed by Ace-Queen-Ten, as compared with Ace-Jack as the high Spades. This is not by any means a sufficient difference to keep an *original* bidder from naming the higher-valued suit first; but with third hand taking out a No Trump, it is different. He hopes for the chance to bid both suits, but he is not apt to have a chance to bid the second until after dealer has denied the first and thereby shown his preference. It is more than probable that third hand's first bid will not be overcalled, so it is much wiser with two 5-card Majors *to bid the stronger* (not necessarily the higher-valued) first; so that if that bid stand, third hand would be playing with his stronger suit as the trump. If dealer bid two No Trumps, third hand's weaker Major must be the better fit for dealer's hand because dealer would not return to No Trump without three suits and, by denying third hand's first bid, dealer has announced strength in the second.

When one of the suits of a third hand two-suiter is a Major and one a Minor, the Major should be bid unless it be very much weaker that the Minor.

When the Major is bid and dealer goes back to

two No Trumps, three of the Minor should be bid if the general composition of the hand indicate that it is advisable to give the partner an option between letting the Minor stand and a second return to his original declaration by bidding three No Trumps. This Minor three-bid should encourage a partner who has already bid two No Trumps to bid three, unless the game seem a sure thing in the Minor.

With two 5-card Minors the problem of the third hand becomes more difficult. To bid two of one Minor, with the idea of subsequently bidding the other and thus giving the No Trump declarer his choice, is not apt to work. The two-bid of a Minor shows weakness and may readily be left in by a strong partner; it may fail to win the game when the No Trump would easily have done so. To bid three of one moderately strong Minor to show great strength, may induce dealer to let it stand when it will not produce game; and should dealer bid three No Trumps, a bid of *four* of the other Minor would be necessary to give the No Trump bidder a choice. This would be carrying to an absurd extreme the generally sound principle that both suits of a two-suit hand should be shown.[1]

WHEN THIRD HAND SHOULD OVERBID DEALER'S ONE NO TRUMP WITH TWO NO TRUMPS

The over-bids just discussed have been "take-outs" (over-bids with a different declaration): it

[1] It must be borne in mind that the comment in this chapter is based on a love score. With a score a Minor bid shows strength and two of the stronger Minors should be bid with a Minor two-suiter.

frequently happens, however, that the partner of the original bidder, instead of wishing to suggest a change to some other declaration, will want to emphasize his ability to help the original bid, in which case an over-bid with the same declaration is advisable. This is called "jumping": a player who advances his partner's bid (no adverse bid having intervened) is said to jump his partner's bid.

It is sound bidding for third hand on the first round to jump dealer's uncontested No Trump from one to two (except of course when he has a Major suit-bid) whenever he has three or four high cards to help the No Trump. This jump often shuts out an informatory bid which would produce the only lead which could prevent the No Trump from going game. When the jump is made with strength in only two or three suits, it will result badly when second hand, holding a solid suit, has not bid. But that does not happen often and the jump more than makes up for an occasional loss by the many hands in which it works like a charm.

It is remarkable how often we hear some such bidding as:

Dealer	Second Hand	Third Hand	Fourth Hand
1 No Tr.	Pass	Pass	2 Clubs
Pass	Pass	2 No Tr.	Pass
Pass	Pass		

Declarer is kept from going game, or is perhaps defeated, by reason of a Club lead; and third hand who had the Clubs stopped once does not

appreciate that he is responsible because he has permitted the lead-indicating bid.

The one type of hand with which third hand with strength should pass partner's No Trump occurs when third hand has a strong 4-card Major, such as:

♠ A-Q-10-x
♡ A-x-x
◇ Q-x-x
♣ x-x-x

With such a hand a Spade take-out is tempting but it is unwise as a general rule to take out partner's No Trump with a suit of less than five cards; the hand amply justifies two No Trumps but, if fourth hand have a bid which two No Trumps would shut out, the chances are that the combined hands will work better at Spades than No Trump. The sound way to handle a holding in which third hand is prepared to bid a 4-card Major if fourth hand bid and dealer pass, is for third hand to pave the way for such bid by passing. This is, therefore, an exception to the bidding of two No Trumps over partner's one No Trump with a hand containing three or four high cards. If in this hand the Spades and Clubs were reversed, viz.:

♠ x-x-x
♡ A-x-x
◇ J-x-x-
♣ A-Q-10-x

the jump, two No Trumps, should be bid.

Another exception to jumping partner's one No Trump occurs when the hand is so good that an adverse bid is desired so that it can be doubled.

WHEN THIRD HAND SHOULD OVERCALL DEALER'S MINOR BID OF ONE

When dealer has bid one Club or one Diamond and second hand has passed, third hand must realize (unless he has quite an unusual holding, or his side has a score) that winning the game with this declaration is most unlikely. He should, therefore, overbid whenever his strength is sufficient to justify such action. When he has a strong Major he should, of course, declare it; but when a Major is lacking, Third Hand should bid No Trump if he have strength in two suits or defense in three. This is true even when high cards of the Minor bid by dealer constitutes the "strength" of one of third hand's two suits, because in that case dealer would not have bid his Minor without side strength.

A little further on in discussing declarations by the partner of a Major bidder much is said about normal support and denials, but they are matters of little importance at a love score after partner's uncontested Minor, because third hand bids over partner's Minor whenever he has a more valuable declaration regardless of whether he has two, three or four cards of the Minor. Only in the exceptional case in which a game seems more probable with partner's Minor the trump than it does at any other declaration, should third hand, instead of

making some higher valued bid, jump the Minor to three, four—or even to five if his strength justify the latter bid.

THIRD HAND HOLDINGS, DEALER HAVING BID ONE DIAMOND AND SECOND HAND HAVING PASSED

♠ A-x-x ♡ x-x-x ◇ Q-x-x ♣ J-10-x-x	Should bid No Trump.
♠ K-x-x ♡ x-x-x ◇ x-x ♣ A-K-Q-x-x	Should bid No Trump.
♠ Q-J-x ♡ x-x ◇ A-x-x-x ♣ J-10-x-x	Should bid No Trump.
♠ A-x ♡ Q-x-x-x ◇ x-x-x ♣ K-x-x-x	Should bid No Trump.
♠ J-10-x ♡ A-J-x ◇ A-J-x ♣ x-x-x-x	Should bid No Trump.
♠ A-K-x ♡ None ◇ K-x-x-x-x ♣ Q-J-x-x-x	Should bid at least four Diamonds.

♠ A-K-J-x-x ♡ x-x ◇ J-x ♣ K-J-x-x	Should bid one Spade.
♠ x-x-x ♡ A-Q-10-x ◇ x-x ♣ J-x-x-x	Should bid one Heart.
♠ J-10-x-x ♡ x-x-x ◇ J-x-x ♣ Q-x-x	Should pass.
♠ x-x-x ♡ x-x ◇ x-x-x ♣ A-K-J-x-x	Should bid two Clubs.

OVERCALLING DEALER'S MINOR TWO-BID

When dealer's initial bid is two Diamonds or two Clubs which shows Ace-King-Queen-x-x-x, third hand should jump the Minor or allow it to stand unless he have a Major suit holding which he is confident will win the game with the assistance of his partner's strong Minor suit, or unless he is justified in bidding two No Trumps. With two or more of his partner's Minor, he can bid two No Trumps with but little strength, as he can rely upon his partner to produce six tricks for that declaration.

Third Hand's Response to Dealer's Initial Major One-Bid

When the auction is opened by the bid of one of a Major, the partner of the Major bidder has normal support when he has:

Three small cards of the Major
or
Ace-x, King-x or Queen-x of it.

This is equally the case regardless of which Major has been bid; the following table illustrates with Spades.

SUPPORT FOR PARTNER'S SPADE BID

Less than Normal	Normal	More than Normal
♠ x-x	♠ x-x-x	♠ Ace-Queen
♠ Ace	♠ Ace-x	♠ x-x-x-x
♠ King	♠ King-x	♠ Ace-x-x
♠ Jack-x	♠ Queen-x	♠ King-x-x

After an original bid of a Major, regardless of whether the succeeding adversary bid, double or pass, a bid by the partner of the Major bidder in any other declaration is a denial of the Major.

A denial should not be made with normal support unless the denier has unusual outside strength.

Lacking normal support a denial should be made:

(*a*) With comparatively little side strength if second hand pass.

(*b*) With a sound bid if second hand bid.

MAJOR SUIT DENIALS

When third hand, with other strength, has less than normal support in the Major suit declared by his partner, *a pass is inexcusable.* In the old days many players considered the taking out by partner of an original Major suit-bid to be almost an insult and the text books were fond of emphasizing that "Minor suits are bid to be taken out, Major suits to be played." Now it is realized that *an initial Major bid of one announces just as much help for a No Trump as a Minor bid of one;* and that the Major suit bidder desires to hear from his partner and to be told whether partner is prepared to support the Major or has something else to suggest.

When the partner has normal support for the initial Major and No Trump strength, he should not deny the Major unless the other three suits are all stopped twice. But without normal support, not much strength is needed to justify denying by bidding one No Trump. Besides being imperative that third hand deny if he lack normal support and have sufficient other strength, the No Trump is the shorter road to the goal and the partner of the first bidder should not hesitate to follow it. Furthermore, the No Trump can be bid without danger because the initial bidder, when he does not need help in his trump suit, is safe in returning to it.

Third hand should deny by bidding one Spade over dealer's one Heart, or two Hearts over one Spade, when he lacks normal support for his partner's

Major and has five cards of the other Major with a quick trick in it, or five cards in it headed by King-Jack or King-Ten or Queen-Jack or Queen-Ten, and a quick trick in another suit. When without normal support for partner's uncontested Major, a 4-card Major should be bid if it contain two of the three top honors. For the purpose under consideration there is little difference between bidding two Hearts over one Spade and one Spade over one Heart. As denials are at times made with such weak holdings they should not, unless rebid, be relied upon by the partner to take more than one trick.

When third hand has more than normal support in his partner's Major and sufficient strength to advance it in the event of an adverse bid, it is wise for him to "jump" it if second hand pass. This is the same doctrine that prescribes bidding two No Trumps over a partner's one under similar circumstances.

Third hand should deny dealer's Major by bidding two of a Minor suit when, without normal support for the Major and without other assistance for a No Trump, he holds a 5-card Minor with at least one quick trick in it. The same bid should be made with a 4-card Minor headed by top honors. The original bidder can then use his judgment; whether to allow the Minor to stand, to return to his own suit, or to shift to No Trump. This is a situation which is too often overlooked. Dealer bids one Spade, second hand passes, and third hand, holding some such hand as—

♠ x-x
♡ x-x-x
◇ A-K-10-x-x
♣ x-x-x

reasons that a Major is more apt to go game than a Minor and that his Ace-King of Diamonds will help his partner's Major. So he passes (which would be correct if dealer had bid one Heart) instead of denying his partner's suit; failing to realize that when dealer is so long or strong in his Major that trump assistance is not needed, he will return to the Major. On the other hand, if dealer have bid a 4-card Major, or a Major selected instead of a No Trump merely because of Diamond weakness, or a Major two-suiter and wishes to show Hearts next, third hand's Diamond bid is most essential.

THIRD HAND HOLDINGS, DEALER HAVING BID ONE HEART AND SECOND HAND HAVING PASSED

♠ A-J-x-x-x ♡ x ◇ x-x-x-x ♣ x-x-x	Should bid one Spade. Important to deny Hearts; dealer may assist Spades.
♠ A-K-J-10-x ♡ K-x-x ◇ Q-J-x-x ♣ x	Should pass. More than normal support. Jumping the Heart not advisable because, after passing, a later Spade bid would not deny Hearts.
♠ A-K-Q-x-x ♡ Q-x-x ◇ x ♣ x-x-x-x	Should pass. Normal support; denial deceptive. In this and preceding hand, if after the pass fourth hand bid and dealer pass, third hand should bid Spades.

♠ A-Q-J-x ♡ x-x ◇ x-x-x-x ♣ x-x-x	Should bid one Spade; important to deny Hearts and Spade strength enough for a bid.
♠ x-x-x ♡ x-x ◇ A-K-J-x ♣ x-x-x-x	Should bid two Diamonds; same reason as for Spade bid in previous hand.
♠ None ♡ K-J-x-x ◇ x-x-x-x ♣ A-K-Q-x-x	Should jump the bid to four Hearts.
♠ J-10-x-x-x ♡ x ◇ x-x-x ♣ x-x-x-x	The combined hands might do better with Spades than Hearts, but to bid a Spade would show strength. A denial is desirable but without denying strength, deceptive. Should pass.
♠ x-x-x ♡ x ◇ x-x-x ♣ 10-x-x-x-x-x	Should pass; reason for not bidding Clubs is same as for not bidding Spades in previous hand.
♠ A-10-x-x-x ♡ J-x ◇ K-J-x ♣ Q-J-x	Should bid one No Trump.
♠ A-x ♡ x-x ◇ x-x-x-x ♣ A-K-Q-x-x	Should bid one No Trump.

♠ x-x-x-x
♡ x-x
◇ K-J-x
♣ A-x-x-x

Should bid one No Trump.

♠ J-10-x-x
♡ x
◇ Q-x-x-x
♣ A-J-x-x

Should bid one No Trump.

♠ x
♡ Q-x-x-x
◇ A-K-x-x-x
♣ J-x-x

Should bid three Hearts.

♠ x-x-x
♡ x-x
◇ x-x-x
♣ A-K-Q-x-x

Should bid two Clubs.

♠ x-x-x
♡ x
◇ K-J-x-x-x
♣ A-x-x-x

Should bid one No Trump.

♠ x-x-x
♡ x-x
◇ K-Q-x-x-x
♣ x-x-x

Should bid two Diamonds. One quick trick in denial suit.

♠ x-x-x
♡ x-x-x
◇ A-K-x-x-x
♣ x-x

Should pass, hand has normal support.

♠ A-Q-J-x ♡ x-x ◇ A-K-x-x-x ♣ x-x	Should bid one Spade. As Clubs are not stopped, the 4-card Major is safer than No Trump.
♠ K-x-x ♡ K-x ◇ K-x-x-x ♣ Q-x-x-x	Should pass. Normal support for partner's suit.
♠ K-x-x ♡ x-x ◇ K-x-x-x ♣ Q-x-x-x	Should bid one No Trump.

DENIAL COMMENT

The subject of denials is becoming more and more important with the steady growth of the practice of bidding 4-card suits and, although the denial has just been treated in detail, a few observations of a general nature may be needed to cover it fully and to clear up the misunderstanding which seems to exist concerning it.

At a love score, when one partner opens the bidding with a Minor, and the other partner overcalls with a No Trump or a Major, the overcall is not necessarily a denial of the original Minor. With length and strength in the Minor, the partner may be trying to find a declaration more apt to produce game; but with a love score when the original bid is a Major, or when it is either a Major or Minor, the original bidder's side having a score, a shift of declaration by partner is generally a denial of normal

support for the original bid. It goes without saying that with four Aces or enormous length and strength in some other suit, a take-out, even when holding normal support, is justified; but such freak situations readily disclose themselves and do not affect the general subject of denial.

Powerful take-outs which look like denials, but which are not because they are made with hands containing normal support, do not occasion serious misunderstandings; but *failure* to deny when *lacking* normal support creates no end of trouble. When this failure is due to the lack of a sound denying declaration, a pass is perfectly sound; but many players, who seem to understand what degree of weakness in partner's suit makes a denial desirable, lose sight of the fact that a suit-bid which denies length in one suit should announce both length and strength in another. One illustrative hand will cover most of the denial situations.

♠ J-x
♡ x-x-x
◇ A-K-J-x-x
♣ x-x-x

Assume that the above hand is held by North, that South is dealer and that South has bid one of a Major suit of five cards.

Four different bidding situations, all involving denial decisions, may be put up to North as follows:

1. South one Spade; West pass.
2. South one Spade; West two Clubs.
3. South one Heart; West pass.
4. South one Heart; West two Clubs.

North's correct declarations in these four situations would be: (1) two Diamonds; (2) two Diamonds; (3) pass; (4) two Hearts. At first glance, North's bidding with the same thirteen cards may seem surprisingly varied; but every one of these bids is based on sound reasoning, and any other bidding would be incorrect.

The underlying and mathematically supported reason which justifies such varied declarations is that when North holds three cards of a 5-card suit named by South, the adversaries necessarily have a total of five cards of that suit in their two hands; and when this occurs, the five adverse cards will be divided 3-2 about three times to every once that they are divided either 4-1 or 5-0. But when North has but two cards of South's 5-card suit, the adversaries must have six between them; and when that happens, one of the adversaries will have four or more cards of that suit in practically sixty-five of every hundred times. A 5-card suit contract generally succeeds when neither adversary has four trumps, but it is not apt to do so when either has four or more; so the odds are *three to one in favor of success* when North has three cards of South's 5-card suit, and *two to one against success* when North has but two small cards.

It is on account of this latter ratio that the partner

of a Major-suit bidder should deny the Major when he holds less than three cards of it, and has the requisite strength with which to deny. The only exception to this less-than-three-cards specification occurs when the holding is A-x, K-x or Q-x. The high card in each of these three 2-card holdings is of sufficient strength to make such holding the equivalent of a suit composed of three small cards.

In the illustration the initial bid is supposed to have been made with a suit of five cards, not four. This is because: (*a*) many more original bids are based on 5-card holdings than on 4-card; (*b*) it is important to demonstrate that the denial is essential when a 5-card Major has been bid; (*c*) if the denial be necessary to protect a 5-card bid, it is clearly even more essential when a 4-card suit has been bid.

Reverting to the above hand supposed to be held by North: In situation 1, if South bid one Spade and West pass, North, having but two Spades and having a hand which contains a suit with sufficient strength to deny, should do so by bidding two Diamonds. "Sufficient strength to deny" means *any 5-card suit which contains one quick trick; or any 4-card suit headed by any two of the three top honors* (Ace-King, Ace-Queen or King-Queen). A-x-x-x-x, although light, has the minimum qualifications. This denial would warn South that his partner cannot furnish normal support for his Major (Spades), but has length and at least one quick trick (Ace or King-Queen) in Diamonds.

In situation 2, South bidding one Spade and West two Clubs, North's hand contains sufficient side strength (Ace and King of Diamonds) to justify raising South's Spade bid; but, as it does not contain normal support in Spades, the raise would not be justified. If the Diamonds were weaker (for example: A-x-x-x-x), the strength, although sufficient for a forced denial, *would not be sufficient for a voluntary bid* over two Clubs; and in that case North should pass. But five Diamonds headed by A-K-J gives ample strength to bid two Diamonds when South's Spade is overcalled. The bid serves two purposes: it announces real Diamond strength, and denies normal Spade support. This calls attention to a peculiar bidding situation. After a Major bid by South and a pass by West, North should bid two of a suit as a denial, with strength which would be insufficient to justify his making the same two-bid if a bid were interposed by West.

In situation 3, viz.: South one Heart, West pass, North should pass because he has normal support for South's Major suit, and to bid his own suit would be to deny such support. To bid two Hearts is unnecessary and would also be unwise for reasons which will be explained later.

In the fourth situation, viz.: South one Heart and West two Clubs, North should bid two Hearts because he is strong enough to raise, and to bid his own suit (Diamonds) would deny the normal support which he has for his partner's Major, and consequently would deceive South.

Having covered these four cases, let us now investigate situation 3 a little further. The bidding was given as: South, one Heart; West, pass; North, pass. Now let us suppose that the bidding continue: East, two Clubs; South and West, pass. This would again put the bid up to North, who *should bid two Diamonds.* This would at first seem to be a contradiction because, over West's two Clubs it was stated that North should bid two Hearts; but *there is a distinct difference between North's bidding over East's two Clubs and his bidding over West's two Clubs.* A bid of two Diamonds over West would deny normal support for South's Hearts; but the same bid over East would announce normal support for Hearts, plus strong Diamonds. North's original pass of South's one Heart showed either:

(*a*) Normal support for South's Hearts; or

(*b*) Insufficient strength to deny South's Hearts.

North, by his second-round Diamond bid, clearly shows that when he passed on the first round he had denial strength, because that is much less than the strength his present bid announces; so the bid of two Diamonds gives *both* Heart and Diamond information, and permits South *to choose* between the two suits.

A bid made by a player who has previously passed his partner's uncontested Major suit is not a denial, but is clearly an assuring announcement of normal support for partner's suit, and in addition, it extends to the partner an election between the two suits; exactly the opposite of the meaning which would

be conveyed by bidding another suit on the first round after either a pass or a bid by West.

WHEN DEALER HAS BID MORE THAN ONE OF A MAJOR SUIT

The bid of two of a Major suit shows Ace-King-Queen-x-x-x and after it the partner should make whatever declaration seems advisable. The accurate information he has received must materially simplify his task.

The bid of three or more of a Major suit by the initial bidder is practically a command to the partner not to overcall. Third hand should not change such a declaration unless convinced beyond reasonable doubt that his holding is so unusual that he is warranted in disregarding the order which has been issued. Weakness in the partner's suit and strength in the other Major suit is far from being a sufficient justification; the initial bidder is probably preempting in one Major to shut out the other.

To take out three or four of a Major suit with the other Major suit is tantamount to saying, "Partner, I know you are trying to prevent this bid but I am strong enough to insist upon it." Such action is only justified by a high honor-score and a sure game.

Unless holding four or five honors and an assured Minor game, it is absurd to overbid three or more Hearts or Spades with a Minor.

Hands sometimes occur with which it is advisable to jump an initial Major bid from two to three or four, or from three to four. The initial bid shows

great strength and, if the partner really have assistance, it is wise for him to pre-empt still further.

THIRD HAND HOLDINGS, DEALER HAVING BID THREE HEARTS AND SECOND HAND HAVING PASSED

♠ A-Q-J-x-x-x-x ♡ x-x ◇ A-K-x ♣ x	Should pass.
♠ A-K-Q-10-x-x-x ♡ x ◇ x-x ♣ x-x-x	Should bid three Spades.
♠ x ♡ x-x-x-x ◇ x-x ♣ A-K-Q-10-x-x	Should bid four Hearts.
♠ None ♡ x ◇ K-x-x-x-x ♣ A-K-Q-J-10-x-x	Should bid four Clubs, game seems more probable than at Hearts and the 100 honors promise a larger score.
♠ x-x-x-x ♡ A-K-x ◇ K-x-x-x ♣ x-x	Should bid four Hearts.
♠ A-J-x-x ♡ A-x-x ◇ A-x-x ♣ Q-J-x	Should pass. Too strong to jump. Adverse bidding is desired.

A SCORE COMPLETELY ALTERS THE STATUS OF MINOR SUITS AND SUIT-BIDS

Whenever the bidder has a score, which of course cannot be less than 6, Minor suits should receive the treatment accorded to Majors at a love score.

When nine tricks (three odd) will make game with a trump contract, it is generally wiser with a strong 5-card holding to bid that suit than to decline to overcall partner's No Trump. Bidding the suit over partner's No Trump becomes virtually obligatory when two-odd is all that is needed for game, at either a trump or No Trump. This is the case with the following scores:

12–19 inclusive, with Spades the trump under consideration.

14–19 inclusive, with Hearts the trump under consideration.

16–19 inclusive, with Diamonds the trump under consideration.

18–19 inclusive, with Clubs the trump under consideration.

When one trick with either a trump or No Trump will win the game, it is generally foolish to advance the amount of the contract by taking out with a two-bid unless a blank suit or a probable increase in the honor score justifies such action.

XIV

LATER FOURTH HAND BIDS

"Fourth Hand," as used in this chapter, means the player on Dealer's right. See the comment at the beginning of Chapter XIII.

A Fourth Hand bid after three passes is an original fourth hand bid; it is considered in Chapter IX.

A Fourth Hand bid, after two passes and a bid by third hand, is practically the same as a second hand following bid. See Chapter XII.

A Fourth Hand bid after a pass by dealer, a bid by second hand and a pass by third hand is practically the same as a third hand raise or take-out.

A Fourth Hand bid after two or three previous bids is considered in Chapter XV.

The only remaining situation in which Fourth Hand has a chance to make a Following Bid is after a bid by dealer, followed by two passes. This position is different in three respects from that of second hand bidding after dealer. (1) Fourth hand's pass would close the bidding and dealer would become Declarer; (2) Fourth hand's partner has declined to bid; (3) Second hand, not fourth hand, will have the lead in case dealer's bid is not overcalled.

Against dealer's suit-bid, the declaration of

fourth hand is in most cases clearly indicated. To bid a suit of his own he should have more strength than is required for second hand over dealer, because his partner has passed the opportunity to double informatorily or to make a following bid and is probably quite weak. To bid No Trump, fourth hand should have two stoppers of the adverse suit and at least four other high cards.

Against dealer's No Trump, fourth hand, if quite strong, should double or bid as the hand may indicate; but with only moderate strength, there is just as much reason for caution as when overcalling dealer's suit-bid. In both cases the partner has passed and, unless fourth hand has considerable strength, the situation is desperate. A bid with a weak hand stands little chance of finding game-going assistance in partner's hand and may give the opponents a chance to make a profitable business double. On the other hand, if fourth hand have a suit which may be easily established, it is important that it be led; and the only way to ensure the lead is to make a lead-indicating bid.

Holdings which second hand should refrain from bidding because of having the initial lead, fourth hand should bid for lead-directing purposes.

TYPES OF 5-CARD SUITS WHICH, DEALER HAVING BID NO TRUMP, SHOULD BE PASSED BY SECOND HAND, BUT BID BY FOURTH HAND

Solid Suit.

Ace-Queen-Jack-x-x.

King-Queen-Jack-x-x, especially with re-entry.

Ace-Queen-Ten-x-x.
Ace-Jack-Ten-x-x with re-entry.
King-Queen-x-x-x with re-entry.
King-Jack-Ten-x-x with re-entry.
Queen-Jack-Ten-x-x with re-entry.

A bid made by fourth hand, after a No Trump by dealer and two passes, may therefore be mainly a lead-indicator and second hand should so construe it unless fourth hand re-bid.

A 4-card suit-bid by fourth hand is dangerous in this situation; if dealer bid two No Trumps and partner with but two of the suit, lead in answer to the bid, the result is apt to be much worse than it would have been had partner opened his own long suit.

XV

OTHER LATER BIDDING

After disposing of the bidding situations covered by the preceding chapters, the question of what should be done in the remaining situations is more complicated. So many bids, doubles and passes have occurred (some of which may induce further bidding and others of which may warn against it) that it is difficult to advise. There are, however, three additional principles which should be remembered during the later bidding.

(1) A player who has bid *one* and declined to raise his own declaration from one to two has probably made his original bid with little more than the minimum strength that justified it, and has bid upon the expectation of receiving average assistance from a partner who had not at that time had an opportunity to show either weakness or strength. Therefore, unless that partner have more than average assistance, he should not "assist."

(2) The partner of a No Trump bidder should not bid two No Trumps over an adverse suit-bid unless he have at least one trick in the adverse suit, one other quick trick, and a reasonable expectancy of more. Except in the unusual case in which his hand is so strong that he is satisfied the No Trump bid

could not have been made without adequate protection in the adverse suit, the partner should not advance to two No Trumps unless he himself can stop it.

(3) Do not advance your own bid from one to two unless you have at least six tricks in your own hand.

HANDS HELD BY THIRD HAND, DEALER HAVING BID ONE NO TRUMP, SECOND HAND TWO CLUBS

♠ x-x-x ♡ A-x-x ◇ x-x-x-x ♣ A-x-x	Should pass. No "reasonable expectancy" of more than two tricks.
♠ A-x-x-x ♡ J ◇ x-x-x-x-x ♣ K-x-x	Should pass. Neither the unguarded Jack nor the five weak Diamonds constitute a "reasonable expectancy."
♠ A-x-x ♡ x-x ◇ Q-J-x-x-x ♣ K-x-x	Should bid two No Trumps. The Diamonds give a "reasonable expectancy."
♠ x-x-x ♡ A-J-x ◇ J-x-x-x ♣ K-x-x	Should bid two No Trumps. The two Jacks constitute together a "reasonable expectancy."
♠ A-x-x ♡ Q-x-x ◇ K-Q-x-x-x ♣ x-x	Should bid two Diamonds.

♠ x-x-x ♡ x-x-x-x ◇ x ♣ A-K-J-10-x	Should pass. The Club bidder with a 6-card solid suit of Spades, Hearts or Diamonds, is bidding Clubs expecting two No Trumps to be bid which he would double. If the Clubs are doubled he will shift to his real suit. When the shift is recognized it should be passed and slaughtered.
♠ Q-x-x ♡ x-x-x ◇ Q-x-x ♣ Q-x-x-x	Should pass. The three possible tricks are not sufficiently dependable. Adverse game in Clubs hardly possible; to win a No Trump game improbable, unless dealer re-bids or doubles informatorily.
♠ x-x-x ♡ A-Q-x-x ◇ K-x-x-x ♣ x-x	Should bid two Hearts.

To assist requires less strength than in the above cases when the partner has either re-bid his No Trump, or bid the No Trump (fourth hand) after three passes.

WHAT CONSTITUTES A SUIT "RAISER"

It is more difficult to determine what should be a raiser for a suit-bid than for a No Trump. In addition to high cards, length in trumps and ability to ruff are material factors. The following table shows the value, in raisers, of certain combinations:

Ace, King or Queen of trump suit, each.....One
A blank suit, provided the hand contain trumps for ruffing....Two
A single-card suit, provided the hand contain trumps for ruffing.One
A two-card suit, provided the hand contain trumps for ruffing.....Less than one
Two two-card suits, provided the hand contain trumps for ruffing.....Almost one
A side Ace-King.....Two
A side Ace-Queen.....More than one
A side Ace-Queen-Jack.....Two
A side Ace.....One
A side King with one or more small cards of a suit which has been bid by the adversary on the left....No ratable value
A side King with one or two small cards of a suit which has been bid by the adversary on the right.....One
A side King with one or more small cards of a suit which has not been bid by an adversary.....Practically one when the adverse bid has been made on the right, much less than one when the adverse bid has been made on the left.[1]
A side King and Queen of the same suit.....At least one
A guarded side Queen.....Much less than one
Four small trumps.....Almost one

Figuring on the basis of the above table, some question whether with raisers totaling exactly two the partner's suit-bid should be assisted. When both raisers are in the trump suit (*e. g.*, K-Q-x with ten losing cards) a raise should not be made without some side possibility; but otherwise it should be made with any total of two of the above named raisers, *provided the hand contain at least normal support for the partner's suit* in which the raise is made. When the hand has less than normal support

[1] To illustrate, South one Diamond, West one Spade, North's K-x-x of Clubs is considered "practically one" because the chances are that the Ace of Clubs is not in East's hand over the King; but if East be the Spade bidder, he is more apt to have the adverse strength and the Club King is accordingly quoted "much less than one."

for the partner's suit, it calls for a denial not a raise.

With two raisers and but x-x in partner's suit, partner's unassisted bid of two may be advanced to three, whether the two was declared originally or bid one at a time.

HANDS WITH WHICH A PARTNER'S BID OF ONE HEART SHOULD OR SHOULD NOT BE ADVANCED, AN ADVERSARY HAVING BID TWO DIAMONDS

♠ Q-x-x ♡ A-x-x ◇ x-x-x ♣ J-x-x-x	Should pass.
♠ A-x-x ♡ A-x-x ◇ x-x-x ♣ J-x-x-x	Should raise; the hand has three Hearts, normal support, with two Aces as raisers.
♠ A-x-x-x ♡ K-x ◇ x-x-x ♣ J-x-x-x	Having only two Hearts, the King of Hearts is included in the normal support and is not a raiser. But if partner re-bid, should raise from two to three.
♠ A-x-x-x ♡ K ◇ x-x-x-x ♣ A-x-x-x	Without normal support; the two aces do not justify a raise from one to two but do from two to three in view of the size of the singleton Heart.
♠ A ♡ x-x-x ◇ x-x-x-x ♣ Q-J-x-x-x	The singleton Ace, counting at least two, plus the doubtful value of the Queen-Jack, makes the hand worth one raise.

♠ x-x-x ♡ A-x-x-x ◇ x-x-x ♣ x-x-x	Should pass. One honor (even the Ace) and four cards in partner's suit do not make two raisers.
♠ A-x-x ♡ x-x-x-x ◇ J-x-x ♣ Q-J-x	Should raise once.
♠ A-x ♡ K-x-x-x ◇ x-x ♣ Q-J-x-x-x	Worth two raises.
♠ A ♡ K-x-x-x ◇ x-x-x ♣ K-J-x-x-x	Worth three raises.
♠ None ♡ K-x-x-x-x ◇ x-x-x ♣ A-K-x-x-x	About six raisers; should go to five Hearts, but not higher unless the bidding makes it safe to infer that partner has at most one Diamond. A player with an unusual number of raisers should count his *losing* cards.
♠ x-x-x ♡ J-x-x ◇ K-x ♣ A-x-x-x-x	Should raise with adverse Diamond bid on right, should pass after a Diamond bid on left.
♠ A-J ♡ x-x-x-x ◇ K-x ♣ K-J-x-x-x	Worth two or three raises with adverse Diamond bid on right, worth at least one raise with it on left.

HANDS WHICH HAVE BID ONE NO TRUMP AND HAVE BEEN OVERCALLED BY AN ADVERSE TWO HEARTS, PARTNER NOT HAVING BID

♠ A-x-x ♡ K-J-x ◇ x-x-x-x ♣ A-K-Q	Worth six tricks with the Heart bid on the right, less with it on the left. The location of the Heart bid should determine whether to re-bid or pass.
♠ A-x-x-x ♡ A-Q ◇ Q-x-x ♣ A-x-x-x	Should pass.
♠ K-x ♡ A-Q-10 ◇ Q-J-x-x-x ♣ A-J-x	Should bid two No Trumps.
♠ A-J-x ♡ A-x ◇ K-Q-J-x ♣ K-Q-x-x	Should double informatorily.
♠ K-Q-x ♡ K-x-x ◇ A-Q-x ♣ Q-x-x-x	Should pass or double informatorily. With Heart bid on right the double is preferred.

HANDS WHICH HAVE BID A DIAMOND AND, AFTER TWO PASSES, FOURTH HAND HAS BID A HEART

♠ x-x-x ♡ x-x ◇ A-J-x-x-x ♣ K-Q-x	Should pass on this and all future rounds. The first bid showed the full strength of the hand.

♠ A-K-x ♡ x-x-x ◇ A-J-x-x-x ♣ x-x	Should pass.
♠ A-K-J ♡ x-x ◇ A-K-10-x-x ♣ x-x-x	Should bid two Diamonds.
♠ x ♡ None ◇ A-K-x-x-x-x-x ♣ K-J-x-x-x-x	Should bid two Clubs.
♠ A-Q-x ♡ x ◇ A-K-x-x-x ♣ K-J-x-x	Should double.

A PLAYER WHO HAS BID HIS FULL STRENGTH SHOULD REFRAIN FROM FURTHER BIDDING

A player who is considering whether to advance his own or partner's bid should be sure that he has not already shown his full strength. The temptation to "bid the same cards twice" is at times exceedingly strong.

(1)	(2)	(3)
♠ A-x-x	♠ A-x-x	♠ A-x
♡ A-J-x-x-x	♡ A-J-x-x-x	♡ A-J-x-x-x-x
◇ x-x	◇ None	◇ x
♣ x-x-x	♣ K-J-x-x-x	♣ x-x-x-x

These three illustrations are hands of a dealer who has bid one Heart, second hand has bid one Spade,

third hand two Hearts and fourth hand two Spades. In No. 1 some players would seriously consider bidding three Hearts, but such action would not be justified; the hand is really a border-line Heart, and any further advance should come from the partner.

Nos. 2 and 3 are slight variations of No. 1. In No. 2 the absence of Diamonds and the Club assistance; in No. 3, the extra Heart and the Diamond singleton; are unannounced strength and, partner having raised, warrant a bid of three.

FLAG-FLYING

The practice generally called Flag-Flying is the overbidding of an adverse bid which, if allowed to stand, would permit the adversaries to win a game. The Flag-Flyer knows that his holding does not justify his bid; but he hopes that he may force the adversaries to a contract they cannot fulfil, or that (if they do not overcall) his loss will be less than that which he would sustain should they go game. The subject is considered in the next chapter under the head of "The value of a game."

XVI

THE VALUE OF A GAME

At times the Auction Bridge player finds himself in the pleasing situation in which he is confident that either he can defeat the adverse declaration, or win the game by overbidding with a higher declaration of his own; at other times the situation is reversed and the player fears that his opponents will go game with their bid, and that he cannot make good his contract should he overcall. Then he has to decide whether, in order to save the game, it is advisable to make a hopeless bid with the idea that it will force the opponents to a contract they cannot fulfil; or, if it be left in, that the loss will be less than the value of the game the adversaries would have won. This practice is known in Bridge parlance as "flag-flying." To decide what to do in either of these situations, the player must know the value of a game so that he can accurately estimate how much he is giving up in the first case; how much he is saving in the second.

The main difficulty that presents itself to those who cannot rightly estimate the value of a game seems to attach to the second game of the rubber. Many players, when they have lost the first game, think that they should plunge if necessary to avoid losing the second game and the rubber. On the

contrary, the second game is no more worth saving than the first. It is the *rubber* game (the third game) that has the double value. When a rubber is half won for one side and half lost for the other (which is the situation after the first game has been played), the chances that one side have of recovering their lost half-rubber are no more valuable than the chances the other side have of winning a second half-rubber. The second game means half a rubber and is consequently worth half of 250, or 125. With the rubber game it is different. There the prize for winning a single game is the whole rubber and the single game is consequently worth 250.

Taking a loss of more than 100 points for the sake of "keeping the rubber open" by flag-flying on the second game, is a plain case of paying for a thing more than it is worth. After the second game has been saved, the chances of winning the rubber are still precisely as they were before— 3 to 1 against; and the opponents have added to their "velvet" whatever the flag-flying venture has cost. Put it another way: Out of every four flag-flying ventures will come one rubber won and three rubbers lost. The rubber won will net but a small score at best, while the three will show a large score for the opponents. The privilege of trying for one rubber out of four may be worth a sacrifice of 100 points; but it certainly is not worth (what it usually costs) anywhere from 200 to 500 points.

It is not wise to double instead of winning the first or second game, unless the double will win net

(that is the amount of penalty less honors scored by the other side) more than 125 over the points, tricks and honors that would be scored with the game. This means that scoring 100 instead of a first or second game is a losing venture, 200 may show either a small loss or gain, but 300 is generally profitable. Upon this basis of figuring, it is not wise to double (instead of winning the third game) unless the double will win at least 400. Conversely; it is wise to lose 100 instead of allowing the opponents to win either the first or second game, or to lose 200 (or, if the honor score involved be large, 300) instead of allowing the adversaries to win the third game.

While the mathematical part as given above is sound, there are points regarding which the player must be convinced before he refuses a profitable double or offers a flag-flying sacrifice.

These points are:

(*a*) Before giving up a double the bidder should be confident—

(1) That the double will not net more than he anticipates,

(2) That game is sure in the declaration he is making;

(*b*) Before he makes a flag-flying bid he should be convinced—

(1) That it will not cost more than he estimates the sacrifice to be worth,

(2) That the adversaries will go game unless overcalled.

It is obviously most foolish to be set 100 or 200, to keep the opponents from making some trivial score, such as 24 with 40 honors; or to give up a double worth several hundred merely to fall a trick short of game or, worse still, to fail to make the contract.

Careless players sometimes feel, toward the close of a rubber in which their side has already lost several hundred points, that the situation demands their taking desperate chances to save or win the rubber. This view is unsound—points already lost must be paid for, and do not affect the fact that the winning of the rubber (whether large or small) is worth but 250 points plus the score made in the act of winning. Therefore, undue risks are no more justified in this situation than where the bidder's side is already ahead or even.

PART TWO

THE PLAY

I

THE LEAD

In the play of every deal there are thirteen leads, one to each trick. The lead to the first trick is called the "original lead"; it is made by the player on Declarer's left *before* the Dummy has been exposed, for that reason it is called the "blind lead."

The original leader, when his partner has bid, has the opportunity to select for the lead either his own suit or the one named by his partner. When the leader's partner has not bid, the leader has to be guided solely by the contents of his own hand.

The best way to fight a No Trump is to try to establish a long suit; against a suit contract there is little advantage in establishing a suit because the established cards will not win tricks unless Declarer's trumps can be exhausted, which is rarely possible. Therefore, against a suit contract the scheme of the leader should be to win tricks with his own and his partner's high cards before the Declarer can discard. Against a No Trump contract his main object should be to establish his own or his partner's suit, so as to win tricks with low cards as well as with high ones.

One rudimentary principle in leading applies to the leads of Queen, Jack, Ten or Nine. The lead

of any one of these cards denies the presence in the leader's hand of the card next above the card led. For example, the lead of a Queen negatives the possibility that the hand contains the King but makes the holding of the Jack quite probable when there is a declared trump, and a certainty at No Trump. With the exception of King from Ace-King, a high card is never led if the card immediately above it be in the leader's hand. A sequence is always (with the one exception of Ace-King) opened by leading the top.

LEADS AT NO TRUMP WHEN PARTNER HAS BID

It is easier to establish a suit by leading *toward* it than by leading *from* it; so, unless the leader is satisfied that his own suit is much stronger than his partner's, it is generally the part of wisdom for him to open his partner's suit.

When the leader has any strength in his partner's suit, he should open it unless he have a solid suit of his own, and even when weak in his partner's suit the leader should open it unless convinced that his own is a more potent weapon. There are six conditions which justify that conviction, viz.:

(*a*) When partner has advanced leader's bid.
(*b*) When leader's suit is headed by A-K-Q.
(*c*) When leader has re-entry and a suit headed by K-Q-J or K-Q-10.
(*d*) When leader has a singleton of partner's suit and a suit of his own worth opening.

(*e*) When leader has a weak doubleton of partner's suit and a promising 5-card (or longer) suit of his own.

(*f*) When leader has a promising suit of his own, has a weak doubleton of the suit of a partner who bids 4-card suits freely, and is playing against a Declarer who rarely bids No Trump without two stoppers in adverse suit.

There are certain holdings with which it is advisable for a player to lead his own suit once, and then shift to his partner's suit. This is the case with Ace-King-Jack-x, and with King-Queen-Jack-x-x. With the former holding, most important information can be conveyed to the partner without delaying the establishment of his suit; with the latter, the Declarer will generally let the King win and the partner's suit can then be led.

The leader, by his opening, should attack the opponents where they appear to be most vulnerable. A No Trump contract is very likely to spell game unless some suit can quickly be established against it. In order to establish this suit, it is generally necessary to start it at once. Therefore, making the right original opening is probably the only opportunity to save the game; wasting one lead generally results most disastrously.

The fact that Declarer bid the No Trump after the suit-bid of the leader's partner, apparently with the expectation that the suit named would be led, does not make it advisable for the leader to attempt to surprise Declarer by some other lead. It is true

that under these conditions Declarer expects that suit to be led, but it often happens that it is the only opening he fears, and that he has made the bid with the hope that the Dummy may aid in defending it. Declarer may have the adverse suit stopped but once, leading it may save the game or even defeat the contract. It is a shortsighted or unduly sanguine leader who selects a weak suit of his own, on the wild chance that his partner, instead of the No Trump bidder, has the missing high cards.

When the leader's partner has declared two suits the leader should select the one in which he can render the greater assistance.

How to Open Partner's Suit

In leading partner's suit against a No Trump, there are five types of holdings which leader may have—

(*a*) A singleton.
(*b*) Two or three cards, headed by the Ten or a lower card.
(*c*) Four cards, the highest of which is the Ten or a lower card.
(*d*) Two cards, the higher of which is the Jack or a higher card.
(*e*) Three or four cards, the highest of which is the Jack or a higher card.

With type (*a*), the leader obviously has no choice. With type (*b*), the highest should be led, followed on each succeeding trick by the next lower. The

original lead of the suit shows the partner the leader's highest card and enables him to handle his own cards in the most effective manner because he knows which high cards are in Declarer's hand. With the type (*c*) holding some think the highest, others think he lowest should be led. Those who favor the highest contend that it is generally more important for the partner to know the size of the high cards against him than it is for him to know the exact number held by the leader, and consequently by Declarer. This is the convention generally followed; but players who are able to count the cards with accuracy, believe in the fourth-best lead. That is, they favor the number- rather than the top-showing method. Before discussing this point further we will consider types (*d*) and (*e*) and then return to type (*c*).

With type (*d*) it is obvious that with but two cards of the suit, one an honor the other a spot, the honor should be led. But with type (*e*); that is with three or four cards headed by Ace, King, Queen or Jack, the lowest should be led. Declarer having bid No Trump after the suit in question was bid, must be under the impression that he has the suit stopped; he probably thinks it is stopped twice. That would be the case with many holdings if the leader should lead his highest card; but by leading his lowest he, on a later round, captures a card with which Declarer expected to win a trick. The case which most frequently occurs is Queen-x-x. When the leader has this holding the probability is

that the suit bidder holds A-10-x-x-x in the suit (with one or more entries), and that the No Trumper has King-Jack-x and naturally thinks that he has the suit stopped twice. With the Queen led he would win the tricks he expects; but the low lead will hold him to one trick in the suit, will upset his plans, and probably defeat his contract.

The only objection which can be advanced against the low lead is that a careless partner may place all the higher cards in Declarer's hand. If the partner understand modern leading he should be able to diagnose the situation correctly and should win the first trick, if he can, and lead back a low card.

When one player has bid a suit and the following player, by bidding No Trump, has shown one or two stoppers in such suit, it is not to be expected that the partner of the suit-bidder will have two honors in said suit and such a division of the cards rarely occurs. To cover the case, if it should happen, it may be stated that following the theories above set forth, the higher of the two honors should be led if they touch, Queen from Queen-Jack-x, Jack from Jack-Ten-x; but when the honors do not touch, such holdings as King-Jack-x, King-Ten-x or Queen-Ten-x, the x should be led.

It is contended that this modern method of leading from an honor and two or three small, produces an additional argument in favor of a high lead from type (*c*) because, if the top of that combination be led, the lead of the lowest (the fact that the lowest is being led can generally be recognized by the suit-

bidder) announces that the leader has an honor in his hand higher than the Ten and that he is holding it up to capture some card with which the Declarer expected to win a trick. Many players consider this information the most important that can be given. The expert card counters, however, contend that when the leader has four, no matter how small they may be, it is essential that the partner should be told of the unexpected length and that this information is almost as important as the announcement of an honor. They further contend that the two methods do not conflict because as a rule the play of leader's partner should be the same with the smallest led, regardless of whether it be a fourth-best from four pigmies or a third-best from an honor.

The sound conclusion would seem to be to lead fourth-best from four small when facing an expert partner, but otherwise to lead the highest.

When a holding of five makes it possible that the leader may be longer than the partner, the fourth-best should be led.

In the exceptional case in which the stopper in the suit is apparently in the Dummy; *e. g.*, when dealer has bid No Trump, fourth hand has bid a suit, dealer has passed, and third hand has bid two No Trumps; the highest card of the suit, regardless of length, should be led through the announced strength.

In the table on the next page the above is summarized; in reading the fifth item, remember it includes the lead of x from Queen-x-x.

CONTRACT NO TRUMP. CARD TO LEAD FROM SUIT THAT HAS BEEN BID BY PARTNER

HOLDING IN SUIT	LEAD
A singleton	Singleton[1]
Any two cards	The higher
Any three cards none higher than a Ten	The highest
Any four cards none higher than a Ten	With an expert partner, the lowest; with most partners, the highest
With three or four cards, headed by a single honor higher than the Ten	The lowest
With two honors in sequence, any number in suit	Higher of the honors
With two honors not in sequence and a small card	The small card

LEADS AT NO TRUMP WHEN PARTNER HAS NOT BID

When his partner has not bid, the leader against a No Trump should open his longest suit except in the very unusual case in which it has previously been bid by an opponent. In that case the leader must use his judgment in selecting the suit to lead.

When the leader has two long suits, he should pick the stronger unless he has declared it and has not received support from his partner; in that case

[1] The lead of a singleton of partner's suit, is not recommended when the contract is No Trump.

it is generally wise to try the other. All rules and precepts against the lead of certain suits, such as "never open a tenace suit," "never lead from a King," are intended to apply only when a trump contract is being played and have no significance when leading against a No Trump contract.

A doubtful exception to the lead of a long suit against a No Trump occurs when the leader has declared that suit, has not been helped by the partner, and the No Trump has been subsequently bid by the adversary on the right of the leader. In this situation, with a tenace in the long suit, it is sometimes justifiable to attempt to put the partner in by leading another suit so that he may lead through Declarer's strength in the suit bid by the leader. This, however, is a dangerous expedient when the partner has not bid and a short suit has to be opened. Should the partner be unable to win the first trick of the suit selected, he may be forced to sacrifice one of his high cards; in that event nothing is gained and the advantage of the lead is transferred to Declarer. If the suit be headed by a double tenace (Ace-Queen-Ten) and Declarer hold King-Jack and one small card, it will take two leads to establish the suit. It is not likely that a partner without sufficient strength to bid will be able to get in twice, so it is generally better to open a tenace suit even when it has been bid by the leader. When it has not been bid, leading it is most essential, as partner would not otherwise know which suit to lead when he has the opportunity.

The card with which a leader should start sometimes depends upon whether or not he holds a re-entry. A re-entry in this connection means an Ace or a guarded King, unless the suit containing the King has been bid to the left of the leader; in that case the King cannot be expected to win unless accompanied by the Queen. A Queen, even with Jack and one other, is too remote a re-entry to be considered.

The lead may vary, depending upon the presence of a re-entry, because the object of the leader against a No Trump is not only to establish the suit led, but also, after it has been established, to be able to get the lead and win tricks with the small cards of that suit. An established suit in a hand without an entry is obviously useless, so the card which should be led is the one most apt to establish *and make* the suit. With Ace-King-x-x-x in the leader's hand, it is probable that Declarer (who has bid No Trump) has Queen-x-x; if so, leading Ace, then King and then small would establish the suit, but without an entry nothing would be accomplished. The aim of the leader is to make four tricks, not two; if he lead small he will probably take out the adverse stopper and his partner, who probably has an entry, can lead the suit when he gets in. This will make it possible to run the suit and to win four tricks in it.

The leader also knows that Declarer will, if possible, hold up a winning card of leader's suit until the partner of the leader is unable to return the suit. Therefore, if the leader be without a

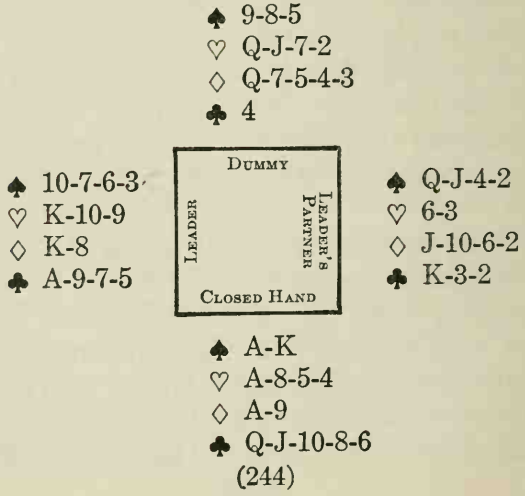
re-entry, he must do all in his power to force the winning card from Declarer's hand as early in the play as possible. When he has a re-entry, he may play much more fearlessly. For example, take a 6-card suit headed by Ace-Queen-Jack. The most advantageous lead from this combination is the Ace (as there is a remote possibility that an opponent may hold an unguarded King) and, with a re-entry, that is the lead. But without a re-entry, the leader should open with the Queen so as to establish the suit while the partner, who probably has an entry, still retains a card of it.

An important convention, which is only used when opening against No Trump, is that the original lead of an Ace calls for the partner's highest card. The Ace should therefore be led from such a combination as a long suit headed by Ace-King-Jack-Ten; since the drop of the Queen will permit the suit to be run immediately. If the Queen be not in Dummy and the leader's partner do not play it, the leader can positively place it in the closed hand. Leader should then continue the suit or shift as his judgment and the other cards of his hand may dictate.

The Ace should not be led unless the partner's best card, regardless of its size, should be desired; the partner, when the Ace is led, should play his highest even though it be King or Queen, unless the cards exposed in Dummy should convince him that the demand of the leader has not been justified and that complying with it will be trick-sacrificing.

Small Card Leads Against No Trump

As number-showing by the lead is most important when opening with a small card against a No Trump, the fourth-best should always be led in that case. When this is done, the partner, with Dummy spread before him, can generally tell the exact number held by Declarer and so can determine whether or not to continue that suit. It sometimes happens that Dummy and third hand have together only four cards of the suit opened. If the leader by opening with his lowest shows that he held exactly four, third hand can mark his partner's suit as being the long suit of Declarer and decline to assist in its establishment. The lead of fourth-best is the only method of giving the warning. Without the information it conveys, third hand would continue the suit for the benefit of Declarer.



It will be noted that dealer would play the hand at No Trump and that the original lead would be the 5 of Clubs. The partner of the leader would win the first trick with the King of Clubs and would return Clubs were it not for the information he would receive from his partner's lead of his fourth-best Club. That lead would show the winner of the first trick that a second lead of Clubs would be returning what was really the Declarer's suit instead of the leader's. In this hand a return of Clubs would mean game for Declarer; a shift to Spades would make it impossible for Declarer to go game.

In the lay-out given above, if the partner of the leader can be sure that the leader has opened his suit with his fourth-best, the necessity for the game-saving shift can be readily noticed. The lead is the 5, Dummy has the 4, the partner of the leader the 3 and 2. A lead of a fourth-best always shows three cards higher than the card led and possibly one or more cards lower. When there are no lower cards that the leader can hold, as in this case, the lead must have been from a 4-card suit. Whenever a lead is made from a 4-card suit and Dummy and leader's partner together have a total of only four cards in the suit, closed hand must have five.

This demonstrates the advantage of the fourth-best lead; without the information it conveys, the partner of the leader could not diagnose the situation and, not knowing that the leader did not have five or six Clubs, would not appreciate the length of closed hand and would return that suit.

When to Lead High and When Fourth-Best, Partner Not Having Bid

The table of leads against No Trump shows whether the lead should be a high card or fourth-best from any given combination of cards. As the table is of necessity quite long, the following brief explanatory rule may be of service.

(*a*) With three honors do not open fourth-best; lead the top of touching honors.

(*b*) With one or two honors, lead fourth-best.

There are a few exceptions to both (*a*) and (*b*).

Exceptions to (a):

(1) With Ace-Queen-Ten (but not Nine), three honors but no touching honors; lead fourth-best.

(2) With Ace-King-Ten. Here are three honors with two touching; but leading either of the high ones is dangerous. To do so will gain one trick when Declarer has Queen-Jack without a small card, or when Declarer has Queen-x, and Jack is held by leader's partner; but it will be fatal, producing only two tricks in the suit instead of four, when Declarer has Queen guarded. The last-named division of cards occurs much more frequently than the other two, so this combination is an exception to the general rule, and with it fourth-best should be led.

(3) With Ace-King-Jack and *one other*, without a re-entry, lead fourth-best. The reasoning in (3) is similar to that in (2). When the hand contains another long suit, it is generally wise to lead the King and then (unless partner plays an unmistakable encouragement card) change the suit.

(4) With combinations in which King is led from Ace-King and one other honor, the King, although not the top of touching honors, is led because the suit, too strong to open with a fourth-best, does not contain sufficient length and strength to justify the Ace lead (the top of touching honors) which would demand that partner play his highest card.

In all other cases with three honors, lead the highest of touching honors.

Exceptions to (b):

The exceptions to the rule to lead fourth-best when the hand does not contain three honors occur when an intermediate or head sequence of two or three cards makes the top card of the sequence (touching cards) the advisable opening.

(1) With Queen-Jack-9, lead Queen.

(2) With Jack-Ten-9 or Jack-Ten-8, lead Jack.

(3) Lead Ten from all combinations of a high honor and Ten-9, such suits as: Ace-Ten-9-x-x; King-Ten-9-x-x; Queen-Ten-9-x-x.

How Leader Should Open His Own Suit Against a No Trump Declaration

Holding	With a Re-entry	Without a Re-entry
A-K-Q-J with or without others...	A	A
A-K-Q-10 with one or more others..	A	A
A-K-Q-10.....	K	K
A-K-Q with three or more others..	A	A
A-K-Q with one or two others.....	K	K
A-K-J-10 with two or more others..	A	A
A-K-J-10 with one other.....	A	J

Holding	With a Re-entry	Without a Re-entry
A-K-J-10	K	J
A-K-J with three or more others	A	4th best
A-K-J with two others	K	4th best
A-K-J with one other	K	4th best
A-K-10 with four others	A	4th best[1]
A-K-10 with three others	K	4th best
A-K-10 with one or two others	4th best	4th best
A-K-10-9 with three others	A	10
A-K-10-9 with two others	A	10
A-K-10-9 with or without one other	K	10
A-K and five others	A	4th best
A-K and four others	K	4th best
A-K and two or three others	4th best	4th best
A-Q-J-10 with or without others	A	Q
A-Q-J with one or two others	Q	Q
A-Q-J with three or more others	A	Q
A-Q-10-9 and three others	A	10
A-Q-10-9 with less than 7	10	10
A-Q-10 and four others	A	4th best
A-Q and five others	4th best	4th best
A-Q and two, three, or four others[2]	4th best	4th best
A-J-10 with one or more others	J	J
A-J with two or more others	4th best	4th best
A-10-9 with one or more others	10	10
A-10-8 with one or more others	4th best	4th best
K-Q-J-10 with or without others	K	K
K-Q-J with one or more others	K	K
K-Q-10 with one or more others	K	K
K-Q with five or more others	K	4th best[3]
K-Q with four others	K	4th best
K-Q with two or three others	4th best	4th best

[1] Or Ace; a close case.
[2] With or without the Ten.
[3] Or King; a close case.

Holding	With a Re-entry	Without a Re-entry
K-J-10 with one or more others....	J	J
K-J with two or more others.....	4th best	4th best
K-10-9 with one or more others....	10	10
K-10 with two or more others.....	4th best	4th best
Q-J-10 with one or more others....	Q	Q
Q-J-9 with one or more others.....	Q	Q
Q-J with two or more others.....	4th best	4th best
Q-10-9 with one or more others....	10	10
J-10-9 with one or more others....	J	J
J-10-8 with one or more others....	J	J
J-10 with two or more others.....	4th best	4th best
10-9-8 with one or more others....	4th best[1]	4th best[1]
10-9-7 with one or more others.....	4th best[1]	4th best[1]

In all the Ace-King combinations, from which the Ace is the lead, it is named in preference to the King because the highest card of the partner is desired; when the King is named, the suit is not of sufficient strength to warrant asking for partner's best.

The Rule of Eleven

The Rule of Eleven is a method by which the drawing of inferences may be simplified, when it is known that a player has selected for his opening lead the fourth-best card of those he held in the suit led. The rule derives its name from the fact that when the denomination of a fourth-best is subtracted from eleven, the remainder is equal to the number of cards of that suit, not in the leader's hand, which

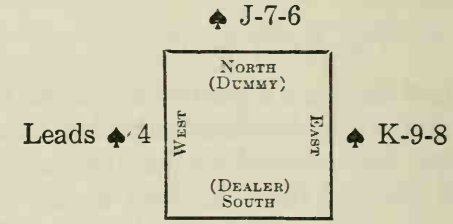
[1] The lead of fourth-best rather than the Ten is given from Ten-9-8 and Ten-9-7 holdings; so that the Ten, when led, will always show the presence of a higher honor in the hand.

are higher than the card led. For example; if a 7 be led, there are four cards of the suit higher than the seven which are not in the leader's hand.

The partner of the leader can tell, by making the subtraction and noting how many of the remaining cards are in Dummy and his own hand, how many are in the hand of Declarer. Declarer can make similar deductions respecting the hands of leader and leader's partner.

As a rule, it is only when the small card led is a Six or higher that the Rule of Eleven gives information of value but occasionally it may be profitably employed with a smaller lead.

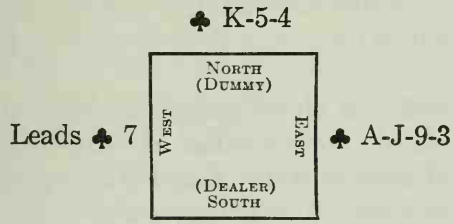
To illustrate, suppose the dealer (South) has made a pre-empting Heart bid, which has obtained the contract, and that the original lead by West has been the 4 of Spades. Suppose further that Dummy (North) and East hold the following Spades:



Dummy plays the 6 of Spades and East, using the Rule of Eleven, subtracts four (the number of pips on the card led) from eleven and finds that seven Spades higher than the 4 are in the North, East and South hands. North (Dummy) has three

and East has three, so South (closed hand) must have exactly one. West cannot have the Ace of Spades because, holding it, he would not have led a small Spade; so the Ace must be in the closed hand (South) and as that hand has only one Spade better than the Four, that one must be the Ace. East, therefore, on the first trick can safely play the 8 of Spades, instead of the King of Spades, because the 8 just as surely as the King will force the Ace. Without the information gained by the use of the Rule of Eleven, East would have played the King and, under such circumstances, Dummy's Jack would have been made a winner of the third Spade trick.

The next illustration is of a No Trump situation. South is playing a No Trump; West leads the 7 of Clubs. The Clubs in Dummy and East are shown in the following diagram:



Subtracting seven from eleven leaves four, and East therefore knows that there are exactly four Clubs higher than the 7 not in West's hand. Dummy has one of these Clubs and East has three, so South (closed hand) has no Club higher than the 7. Therefore when Dummy plays the 4 of Clubs on the first

trick, East can safely play the 3 and thus permit West to continue the lead of Clubs through the King. Without the information gained by the Rule of Eleven, East would have played the Jack and, if that card won, it would then have been necessary to put West in the lead to again lead Clubs through Dummy's guarded King. This might be impossible, and the Rule of Eleven in such case might readily save a game which otherwise would surely be lost.

LEADS AT A SUIT DECLARATION WHEN PARTNER HAS BID

When a suit declaration is being played and partner has bid, the highest card of the partner's suit is generally the best lead; but with Ace-King-Jack in another suit, or even with Ace-King, the lead of the King before opening partner's suit is advisable. King-Queen-Jack in another suit justifies leading it at least once in preference to partner's suit.

Except with the above named holdings, the partner's suit should be led unless the hand contains a singleton of another suit. Leading a singleton for a ruff may save game; or it may make game easy for Declarer. It is impossible to give a fixed rule as to when to lead a singleton but it may be emphatically stated that *it should not be led with four (or more) trumps headed by an honor* and that it is rarely wise to lead a singleton if the hand contain four trumps of any size. With trump length it is generally better to force adverse strength than to ask for a ruff.

LEADS AT A SUIT DECLARATION WHEN PARTNER HAS NOT BID

Against a suit declaration, many high-card combinations are opened with a card which would not be the proper selection against a No Trump; the idea being to win quick tricks with honors, not to establish small cards. The trump has been bid because of Declarer's length and strength; consequently the establishment of a suit against a trump declaration is infrequent.

The leader against a suit declaration should avoid opening a tenace suit,[1] regardless of its length. A suit with three honors in sequence, or an Ace-King suit, or (with less than four trumps) a singleton of a suit that has not been bid, are good leads.

When the leader has both the Ace and King of a suit, it is well to lead the King, so as to give information, take a practically assured trick, and obtain a look at Dummy.

When his partner has not bid, the leader need not hesitate about starting with a strengthening card of a short suit which has not been bid. He may also be justified, if weak in trumps, in asking for a force by leading the top of a two-card suit, the combination generally known as a doubleton. This, while not nearly so desirable an opening as a singleton, is better than leading from a tenace.

The leader should bear in mind that, while it is sometimes tempting to lead low from an Ace, hoping that the King may be found in Dummy and

[1] Unless it has been partner's original bid.

that the partner's Queen may capture the first trick, such a lead will deceive partner and in the long run it is a trick-loser. Closed hand or Dummy may hold a singleton King which the Ace lead would capture and the low lead would make a winner. There is also the chance that Declarer holds King-x, and after winning the first trick with the King may be able to discard his low card before the leader's Ace can take a trick. "Taking home an Ace" has cost many a game, and leading small from an Ace has resulted disastrously for many a leader as it has defeated his main object; viz., to save game.

One other lead, as an original opening, is conventional against a suit-declaration; it is the lead from a 2-card suit consisting of Ace-King. The Ace first, and then King, signifies no more of the suit and a desire to ruff. The same information as to length of suit and desire to ruff is shown by the lead of first the Ace and then the Deuce, or by the lead of first the Ace and then any card which must be the leader's lowest. With Ace-7-5-3 the lead of the Ace should be followed by the lead of the 7—not the 3, which would mean "no more." The lowest card is held until the last so that the partner can tell when the original leader has played all the cards he held in the suit he opened.

The lead against a trump declaration, when the partner has not bid, is a disadvantage unless the leader's hand contains an Ace-King combination, a three-card sequence, such as King-Queen-Jack or

Queen-Jack-Ten, or possibly a singleton. When a hand does not contain any advantageous opening, a choice must be made between two or more disadvantageous ones; and the opening which promises to be the least disadvantageous selected. The disadvantageous leads include—

Tenace suits;
Suits headed by a single honor, especially a King;
Any suit of three or more cards, headed by a small card;
Doubletons;
Singleton Kings.

With the idea of avoiding a "disadvantageous" opening, players at times lead—

(*a*) A trump up to Declarer;
(*b*) Through Dummy's strength (when Dummy has bid and been overcalled by Declarer).

Either of these leads is apt to be worse than the lead that is avoided. The trump lead may kill an honor in partner's hand which otherwise would have won a trick; or may rob partner of a chance to ruff. The lead through is apt to help Declarer to establish Dummy's suit and, what is very much worse, it often affords the closed hand an opportunity to make one or more valuable discards.

Both these leads should be avoided, but the trump lead (*a*) is more apt to be fatal; it is made all too frequently by a class of players who apply to Bridge a foolish catch-word, once most inadvisedly used in Whist: "When in doubt, lead trumps." Leading a trump *up to* the closed hand, in ninety-

nine hands out of a hundred, is playing the game of the Declarer who, when left to his own devices, would have to lead *toward* or *away from* his strength. Only the thoughtless or ignorant adversary will accommodate the Declarer by doing for him something he cannot do for himself, viz.: lead trumps *up to* his strength.

OPENING LEADS AGAINST A TRUMP DECLARATION

Holding	Lead
[1]A-K-Q-J	K, then J
[1]A-K-Q	K, then Q
[1]A-K-J	K
[1]A-K and one or more others	K
A-K without any others	A, then K
[2]A-Q-J	A, then Q
[2]A-Q and one or more others	A, then (?)
[2]A-J-10	A, then J
A and one or more small	A
[1]K-Q-J with or without others	K
[1]K-Q-10 with or without others	K
K-Q with or without others	K
[2]K-J-10 with or without others	J
[2]K-J and one or more others	Lowest or 4th best
[2]K-10-9 and one or more others	10
[2]K and two or more others	Lowest or 4th best
[1]Q-J-10 with or without others	Q
[1]Q-J-9 with or without others	Q

[1] These suits should be opened, as they are advantageous leads against a trump declaration.

[2] Opening these suits, unless declared by partner, should be avoided if possible, as they are disadvantageous leads against a Trump declaration.

Holding	Lead
Q-J and two or more others	Q[1]
Q-J and one or no others	Q
Q-10-9 with or without others	10
J-10 with or without others	J, or 4th best[2]
10-9 with or without others	10 or 4th best[2]

TABLE SHOWING COMBINATIONS FROM WHICH CERTAIN CARDS ARE LED AGAINST A TRUMP DECLARATION

A is led from	A, solus
	A-K (doubleton)
	A and any number of others lacking K
K is led from	A-K and one or more others
	A-K-Q with or without others
	K-Q with or without others
Q is led from	Q, solus
	Q-J with or without others
	Q-J-10 with or without others
	Q-J-9 with or without others
	Q-x[3]
J is led from	J, solus
	K-J-10 with or without others[4]
	J-10-x
	J-10-x-x
	J-10-9 with or without others
	J-10-8 with or without others

[1] The fourth best is the conventional lead from this combination but, as the chances are that the suit will be ruffed on the third round if not earlier, a trick can generally be gained by leading the Queen whenever the King is in second hand and the Ace in the third; a gain is also probable when the partner has no card in the suit higher than the Nine. Losses may result from this lead, but the gains are slightly more numerous.

[2] With four cards in suit some experts prefer to lead fourth best, believing that to enable the partner to count the suit is more advantageous than leading a strengthening card. It may be, with an expert partner; but otherwise it is not advisable.

[3] This lead is not desirable and should not be used unless the emergency is most unusual.

[4] Leading from this combination should be avoided if possible.

10 is led from { 10, solus / 10-9 / 10-9-8 / 10-9-7

The lead of the "top of nothing," that is the highest of four small cards (for example, the Ten from 10-8-4-3 or the Nine from 9-6-5-2), is advocated by some; but when such a suit has to be led, the fourth-best is a wiser choice.

All cards smaller than the Ten are led as fourth-bests or tops of short suits. While it would seem that theoretically the Nine could be led as a fourth-best, that lead is not made because with holdings in which the Nine is the fourth-best, there is either: an Ace, which should be led; a combination of honors which calls for the lead of an honor; or a tenace, which makes it inadvisable to open the suit.

The fourth-best, not the Nine (although the Nine is the top of an intermediate two-card sequence), is led from King-9-8-x or Queen-9-8-x; so it is safe, when a Nine is led, to infer that it is the top of a short suit.

II

PLAY OF THE DECLARER

When the bidding is finished, the initial lead has been made, and the Dummy spread face up on the table, the expert Declarer takes stock of his resources and maps out his plan of action. He is under contract to win seven, eight, nine or more tricks, depending upon whether he has bid one, two, three or more for the privilege of naming the trump, or of playing No Trump as the case may be. He counts his practically sure tricks and, if he find that he will surely make his contract, he looks for possible extra tricks which will enable him to make game; or, if game appear to be within easy reach, he looks for further tricks which will give him a slam. He considers only the three objects, viz.: making contract, making game, making slam, and he does not bother about the tricks which do not affect the reaching of one of these three goals. For example, at a love score when his contract is one No Trump, his first thought is how to make seven tricks (contract); if he be in doubt as to whether he can win that many tricks, he schemes how to do that much, not concerning himself in the least about making *one more* trick (eight, two odd). Should he win only six tricks he would fail to make

his contract and that would cost him a 50-point penalty, seven tricks (contract) would mean no penalty and a trick-score of 10; so the seventh trick is worth 60. Eight tricks would mean an extra 10, so the eighth trick is worth only that much; the ninth trick makes 10 more and game (worth 125 or 250), so the ninth is worth 135 or 260—quite a jump. The tenth and eleventh tricks produce only an added 10 each; but the twelfth (small slam) and thirteenth (grand slam) add 60 each. Therefore playing a one No Trump contract with a love score, the important points to be reached are:

(1) Seven tricks
(2) Nine tricks (With the emphasis
(3) Twelve tricks on item 2.)
(4) Thirteen tricks

the 8th, 10th and 11th being the "immaterial" tricks.

Playing a Major suit-declaration the first thought is similarly the contract, let us suppose it to be two. Then the making of the eighth trick (contract), the tenth trick (game), and the twelfth and thirteenth tricks (the slams), would be important; the ninth and eleventh tricks, immaterial.

Appreciating all of the above, the expert Declarer as soon as the hand of the Dummy is exposed and before a card in it is touched, plans which cards should be played on the first trick and, if that trick be won, which suit should be led. At the same time he schemes how he is to handle most advantageously the twenty-six cards which compose the

combined hands. A few seconds taken then puts him on the right track and save minutes of deliberation after some thoughtless mistake has been made and when it is too late to obtain the maximum result from the play of the combined hands.

No other characteristic more readily and quickly marks the Bridge expert than that—as soon as Dummy's hand is exposed, when he can see exactly what his opportunities are, before he touches a card (because a card in Dummy's hand must be played if touched except for the purpose of arranging)—he plans his campaign. If the contract be a No Trump, he must decide which suit or suits he should try to establish; whether the first trick should be won, and if so in which hand; which suit or suits should be led from Dummy toward the tenaces in the closed hand; and which suit or suits should be led from the closed hand toward Dummy, etc. If a trump declaration is being played, such questions as whether all the trumps should be exhausted, or a ruff be first given to Dummy should be determined.

At first, the beginner will find it beyond his power to plan a complete campaign. He will not be able to map out a program for the entire thirteen tricks as soon as he sees his Dummy and has before him the twenty-six cards which he should play with a consistent purpose. He cannot, of course, visualize all the possible contingencies the minute he first looks at his Dummy—but he can make a beginning toward cultivating the habit of observation, and the

place to start is the aforementioned moment when his natural impulse is to dart forward and pull the first card from Dummy. Beginners should remember that a faulty plan is better than no plan; and that it is better to outline a plan while there is yet an opportunity to put it into execution, than to wait until it has been frustrated by some hasty and ill-considered play.

The beginner should start by counting his sure tricks and by planning a little. Then gradually the plans should be carried further. The important thing is to form the habit of deliberating *before playing a card*, and of proceeding with some definite object. Once that habit is acquired, a sound start has been made and very quickly the plans become more extensive and the results more satisfactory.

LEADING TOWARD HIGH CARDS

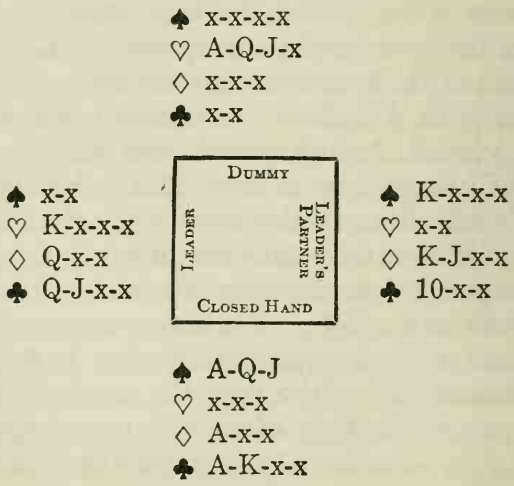
The first principle in actual play which a beginner should thoroughly understand is that the majority of high-card combinations, including all those with a tenace, produce better results if the lead be *toward* the high cards (that is *from* the other hand) than if it be *from* the hand which contains the high cards. A tenace is a combination of cards with the middle card, of what would otherwise be three touching cards, missing; Ace-Queen is known as the major tenace, King-Jack as the minor tenace, Ace-Queen-Ten as the double tenace. All suits containing a tenace should, if possible, be led *from* the other hand and *toward* the high cards of the tenace.

When a Declarer has such a holding as (for example) Ace-Queen-x in one hand and x-x-x in the other, it is quite obvious that, should he be obliged to lead that suit *from* the hand which contains the tenace, he generally would win only one trick (the Ace) in the suit; but if he should lead *from* the weak hand and *toward* the Ace-Queen and play the Queen on the first trick, he would have an even chance of winning two tricks because the adverse King is just as apt to be on the right of the tenace as on the left. Whenever the adverse King is on the right of a major tenace (where it will be fifty per cent of the times that a major tenace is held), two tricks in the suit can be won by leading *from* the other hand *toward* the major tenace and finessing the Queen. "Finessing the Queen" means, playing the Queen on the first trick, keeping the Ace for a later trick. A finesse is made with the hope that the middle card of the tenace (with Ace-Queen, the King) is on the right of the tenace, so that the lower card of the tenace (with Ace-Queen, the Queen) will win the first trick and the higher card (with Ace-Queen, the Ace) will be good for a later trick. Holding Ace-Queen-Jack there is the same even chance as to location of King and same advantage in the finesse. The finesse is a most important trick-gaining play and one with which a Declarer wins many tricks he would not otherwise capture; but it cannot be tried unless the lead be *from* the hand which does not contain the high cards and *toward* the hand which does. Declarer should, if possible lead *toward:*

Ace-King-Jack	King-Queen
Ace-Queen	King-Queen-Ten
Ace-Queen-Jack	King-Jack
Ace-Queen-Ten	King and x or x-x
Ace-Jack-Ten	Queen-Jack
Ace-Jack-Nine	Queen-Ten

Suits headed by Ace-King or King-Queen-Jack and also suits containing an Ace, without Queen or Jack, may be led with equal advantage from either hand; but care should be taken to lead the tenace suits, the King-Queen suits, and the suits with King and one or more small, *toward* the honors.

The finesse and its benefit may be most readily explained by illustration, and most readily mastered by practice. The Ace-Queen-Jack tenace will first be considered.



The Declarer is playing No Trump; the opening lead is a Club; Declarer before he touches a card in Dummy plans his campaign. He sees that he can win tricks with his four Aces and his King of Clubs, but to make game four more tricks are needed. The only possibility of obtaining these four tricks is to win with the two Queens and the two Jacks, which cannot be done if any of those four cards be captured by an adverse King. Unless the Kings of Spades and Hearts are singletons, which is most improbable, it is absolutely certain that each of them will capture a Queen or Jack should Declarer lead the suit *from* the hand which contains the three honors. But Declarer, after winning the first Club trick, should lead a Heart from the closed hand and finesse the Jack; and then should lead a Spade from Dummy and make the same finesse in Spades by playing the Jack from the closed hand. This would give him the chance (which in each suit is exactly as apt to succeed as it is to fail) to take three tricks in the suit he is then leading. Declarer's object cannot be accomplished by finessing *only once* in each suit; the lead in both Spades and Hearts must *twice* be made *toward* the Ace-Queen-Jack and in each case a second finesse must be taken. The taking of a second finesse is necessary, because leading *from* the hand which still holds the tenace would allow the King (if still guarded) to win a trick, exactly as would have been the case had the original lead been from the tenace hand. Of course,

should King be played second hand to either the first or second trick, it would be captured by the Ace and the three tricks won just the same.

LEADING TOWARD TENACES

It has been demonstrated that it is advantageous to lead toward Ace-Queen-Jack; and so it is with other tenaces. When the intermediate adverse honor or honors are on the left of the tenace, nothing can either be gained or lost by leading one way or the other. When, however, the adverse honor or honors are in the hand on the right of the tenace a trick can be gained by leading the right way.

Suppose Declarer holds King-Jack-x in one hand, x-x-x in the other. Barring some extremely improbable division of the adverse cards, such as a singleton honor in one adverse hand and six cards of the suit in the other, not a single trick in the suit will be won by Declarer if he lead it *twice from* the hand which contains the King-Jack-x; but if the lead be made *twice from* the other hand, *toward* the King-Jack-x (the Jack being finessed on the first trick), one of the following will be the result:

Two tricks for Declarer when the Ace and Queen are both on the right of the King-Jack;
One trick for Declarer when *either* the Ace *or* Queen is on the right of the King-Jack;
No tricks for Declarer when *both* the Ace and Queen are on the left of the King-Jack.

Leading toward the King-Jack may gain two tricks, it may gain one trick; but it cannot lose because,

even when the hand on the left holds both Ace and Queen so that no tricks are taken, nothing is lost, the result being the same as it would be leading *from* the King-Jack.

With King and one small card or more, the lead should be made *toward* the honor, so as to win with it whenever the Ace is on its right.

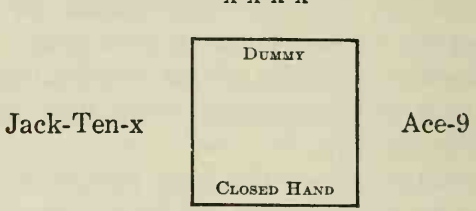
With Ace-Queen-Ten, leading *twice toward* the honors and finessing first the Ten and then the Queen, will gain one trick when the King is in one adverse hand and the Jack in the other (assuming both to be sufficiently guarded); two tricks when both are on the right.

With Ace-Jack-Ten the lead should be made *twice toward* the honors, finessing both times. This will win two tricks (a gain of one over leading *from* the suit) in every case except when both adverse honors are on the left.

With Ace-Jack-Nine, the lead should be *twice* toward the honors, finessing the Nine first and the Jack next. This will gain a trick (holding the adverse King, Queen, Ten to one trick) whenever the Ten and one other honor are on the right. With this combination it should be noted that the first finesse should be made with the Nine. To finesse the Jack instead of the Nine is tempting but unsound; it can only gain when the King and Queen are both on the right and the Ten on the left, a rather usual combination. Then too, with King-Queen on the right, one of them is apt to be played on the first trick so as to make the other a winner on the second.

LEADING TOWARD KING-QUEEN

For some reason it is easier for the beginner to appreciate the advantage of leading toward all other combinations of honors than to understand why King-Queen should be led *toward* and not *from*. King-Queen, being a two-card sequence, seems to be in the class with Ace-King, King-Queen-Jack and Queen-Jack-Ten; sequences with which the lead may generally be made from either hand without altering the result; but it is as essential that the lead be made *toward* King-Queen-x as toward a tenace. An illustration follows:

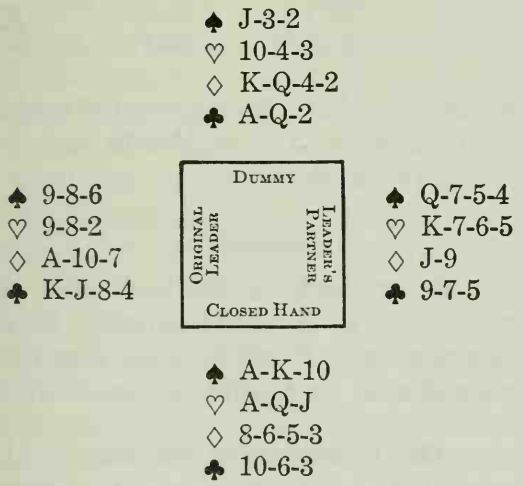


King-Queen-x-x

If the lead be *from* closed hand, either an honor or a small card must be led; if an honor, the adversaries take the first trick with the Ace and the third with the Jack; if a small card, the adversaries take the first trick with the Ten, the second with the Ace; in either case two tricks are lost by Declarer. But if the suit be led *twice from* Dummy *toward* the hand which contains the King-Queen only one trick will be lost whenever the Ace

is on the right of the King-Queen. When the Ace is on the left of the King-Queen, leading toward them will not gain nor lose. In the long run leading toward the King-Queen is just as advantageous as leading toward any other honor combination; and as in the case of the others, it will gain in half of the hands in which it is tried.

To illustrate the great advantage of leading *toward* tenaces and King-Queen suits it may be advisable to repeat a deal (given on page 45 to show the advantage of bidding No Trump with two strong but short suits). The dealer would become the Declarer with a No Trump contract.



It will be beneficial for the student to lay out the cards and play this deal, and then compare his

result with the correct play given below. The only plays of importance in the deal are leading "toward" and taking the proper finesses.

PLAY OF THE CLASS B NO TRUMP DEAL

The underlined card is the card led; the card marked (*) is the card that wins the trick.

Trick	Leader to 1st Trick	Dummy	Third Hand to 1st Trick	Closed Hand
1.	Cl. 4	Cl. 2	Cl. 9	Cl. 10*
2.	Dia. 7	Dia. Q*	Dia. 9	Dia. 5
3.	Ht. 2	Ht. 3	Ht. 5	Ht. Q*
4.	Dia. 10	Dia. K*	Dia. J	Dia. 6
5.	Dia. A*	Dia. 2	Cl. 5	Dia. 8
6.	Cl. 8	Cl. Q*	Cl. 7	Cl. 3
7.	Sp. 6	Sp. 2	Sp. 4	Sp. 10*
8.	Sp. 8	Dia. 4*	Ht. 6	Dia. 3
9.	Ht. 8	Ht. 4	Ht. 7	Ht. J*

Closed hand now has left four winning cards, viz.: Ace-King of Spades, Ace of Hearts and Ace of Clubs. Score, small slam.

Comment

At trick 6 the Spade is the lead most players would make, but as it would simplify Declarer's play, it is not given. It will be noted that Declarer makes a small slam by leading as described above.

THE COMBINATION FINESSE

The finesses shown above were made with all the high cards used in connection with each held in one hand; and the leading all from the other hand, the

weak hand holding no card large enough to affect the play. A finesse, however, may be just as effectively made when the cards in two hands are combined to produce the play. With Queen-Jack-Ten facing Ace-x-x, leading the Ace or a small card *from* the Ace-hand would allow the adverse King to win the second or first trick; but leading an honor from the Queen-Jack-Ten hand, and then finessing, would capture the King half the time; that is, every time that the King is on the right of the Ace. The principle with the combination finesse is therefore exactly the same as it is when one hand holds Ace-Queen-Jack; but this combination finesse is easier because, to take three tricks with Ace-Queen-Jack in one hand, the lead must be made *twice* from the other hand. Therefore, after winning with Queen or Jack, the other hand must again be put in the lead by playing some other suit; but with this combination finesse, the lead can be retained in the hand from which the next lead is desired; this avoids the difficulty (sometimes the impossibility) of putting the weak hand once more in the lead. The Queen is led; if it win, the lead *can continue toward* the Ace for another finesse.

Sometimes the division of honors is more equal than in any case above named; for example, Queen-Ten-x in one hand, Ace-Jack-x in the other or, what is exactly the same combination as far as results go, Queen-Jack-x and Ace-Ten-x. In either case Queen is led and finessed. Queen-x-x facing Ace-Jack-Ten produces the same result if Queen be led.

Another combination of high cards held in two hands which makes an advantageous finessing situation is Ace-Queen-x in one hand and Jack-Ten-x in the other; so too is Ace-Queen-Ten facing Jack-x-x. In either case the Jack is led and finessed.[1]

One point extremely important to remember in connection with a combination finesse, as distinguished from a finesse when all the high cards are in one hand, is that Declarer must hold, in one hand or the other, the card immediately below the card he is proposing to lead and finesse or else there is no sound combination finesse to be made. With Queen-x-x facing Ace-x-x, only a Bridge infant would think of leading the Queen for a combination finesse, because the Jack is not in either hand. Figure it out. If the Queen be led and the King be in the second hand (on the right of the Ace) it would be played on the Queen and the Ace would be Declarer's only taking card in the suit; if the King be in the other adverse hand (on the left of the Ace) the finesse would be unsuccessful (the King taking the Queen) and once again the Ace would be Declarer's only taking card. Leading the Queen, therefore, limits Declarer to one quick trick but leading *from* the hand which contains the Ace, *toward* the hand which contains the Queen will make an extra trick half the time; that is, whenever the King is on the left of the Ace and therefore on the right of the Queen.

[1] That is: if second hand do not cover the Jack, a low card is played from third hand; but if second hand cover the Jack with the King, third hand wins with the Ace.

The same principle applies to the case of Ace-King-x or Ace-King-x-x facing Jack-x-x or Jack-x-x-x; leading the Jack ensures a trick for the adversaries, no matter how inadequately the adverse Queen may be guarded.[1] With the Ten in either hand; that is, either Jack-Ten-x facing Ace-King-x, or Jack-x-x facing Ace-King-Ten, a finesse would be proper; but without the Ten (the card immediately below the card to be led) the combination finesse should not be tried.

ENTRY CARDS

Even a player who thoroughly appreciates the advantage of leading toward certain high-card combinations, is unable to benefit by his knowledge when the hand from which he wishes to lead does not contain a card with which it can take a trick. In that case he cannot place the lead in that hand and make the advantageous lead toward the strong hand. Of course, when the weak hand (which is generally the Dummy and which for the purpose of simplicity in designation will hereinafter be called the Dummy) contains an Ace, or when it has a King of a suit in which the closed hand holds the Ace, it has an obvious entry; and if Declarer wish to lead toward

[1] With the combination of Ace-King-x-x or Ace-King-x-x-x in one hand and Jack-x in the other, playing No Trump, the lead should be from the long suit toward Jack-x. Without the Ten, it cannot produce a gain to lead the Jack. To lead Ace then King from Ace-King-x-x would obviously be fatal, as it would make up at least two tricks for the adversaries; it could not gain even with Ace-King-x-x-x. Leading toward the Jack is advantageous whenever the Queen is on the right of the Jack. With Ace-King-x-x in one hand and Jack-x-x in the other, playing No Trump, there is a better chance of making three tricks by leading toward the Jack, than by leading the two top honors hoping to drop the Queen.

the closed hand he can, without any unusual display of skill, win a trick in Dummy and then lead the desired suit toward the high cards in the closed hand. But, as has been shown above, there are many closed hand high-card combinations which require *two* leads from the Dummy in order to produce the desired result. There are also many deals in which Declarer wishes to lead two (sometimes three) different suits toward the closed hand. A Dummy with an abundance of entries is therefore of great value, not only by reason of the tricks which those entries win, but also because they make possible (by leads toward the closed hand) tricks otherwise unobtainable.

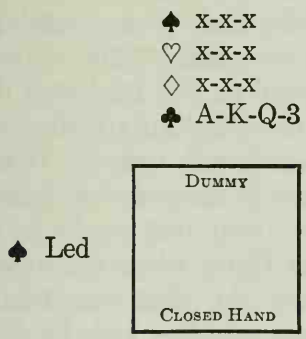
In his preliminary examination of the strength of his combined hands, Declarer should note whether Dummy has a sufficient number of obvious entries to enable him to lead from Dummy as often as his plan of campaign may make desirable. Sometimes when the number of obvious entries is not sufficient, it may be possible to play in such manner as to make some card an entry which is not an obvious winner. This is called "finding a hidden entry."

There are many Dummies which contain valuable hidden entries which may be found if Declarer stop, look and reason before he makes his first play. While the nature of these hidden entries varies with the characteristics of the individual hand, there are a few types with which every Bridge player should be familiar. When a player understands the principles which underlie the making of these entries, he

has little difficulty in placing Dummy in the lead whenever the cards make it possible to do so.

The simplest development of hidden entry is making good an additional card in Dummy by playing an unnecessarily high card or cards from the closed hand. For example; playing No Trump, Dummy holds King-Jack-9, closed hand Ace-Queen-Ten-8. If the lead be in closed hand and Declarer wish to lead three times from Dummy, he must be careful not to lead the Ace until after he has obtained his three leads from Dummy. The order in which the closed hand's other cards are played does not matter; but Queen, Ten and Eight must be won respectively by Dummy's King, Jack and Nine.

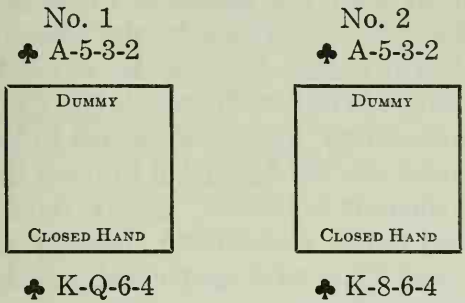
Another example of this type of hidden entry:



No Trump; Spade led; trick won by closed hand. It may be advantageous for Dummy to lead four times, twice toward Hearts and twice toward Diamonds. The Ace-King-Queen of Clubs are three obvious entries, the Trey of Clubs, a possible hidden entry. Declarer should lead a high Club from closed hand and over-take in Dummy, lead from Dummy toward the Hearts or Diamonds (preferably the Hearts as it is the stronger suit), then again lead one of the high Clubs from closed hand and again over-take. If on the second round of Clubs *both* adversaries follow suit, eight Clubs will have been played, leaving four in the two hands of the Declarer and only one in the hands of the adversaries; consequently it would then be perfectly safe (after once more leading Hearts or Diamonds from Dummy toward closed hand) to lead the third round of Clubs high from closed hand and for the third time over-take. The only unplayed adverse Club must fall on this trick and thus make the Trey of Clubs (a very deeply hidden entry) the winning Club for the fourth round. If there were originally four Clubs in one adverse hand (a very improbable division), that fact would be shown on the second round of Clubs when one adversary refused; in which case the Club over-taking would be discontinued, and only one high Club would be played on the third round of that suit. The effort to establish a hidden entry would fail, but nothing would be lost by the over-taking.

A very common type of hidden entry occurs when

there are eight cards of a suit equally divided between Dummy and closed hand; under which conditions the five adverse cards are probably divided three in one hand and two in the other.



It may be that Declarer can win every Club trick, as would probably be the case in diagram No. 1; or it may be he must lose at least one trick, as would be the case if he held the Clubs in No. 2. In either case, if Declarer need *two* Club entries in Dummy, he should so lead on the *first Club trick* as to leave in Dummy a Club *which will win the fourth Club trick.* In that way he will place the lead a second time in the hand from which he wishes the next lead to be made.

Suppose with either of the above Club combinations; the closed hand has an Ace-Queen-Jack of Diamonds toward which Declarer wishes to lead *twice;*[1] he should first lead the King of Clubs from the closed hand and next the 6 of Clubs (not the

[1] The situation would be the same if closed hand held in Diamonds, Ace-Queen-Ten, Ace-Jack-Ten, Ace-Jack-9, King-Queen-x, King-Jack-Ten, King-Jack-9, or King-Jack-x.

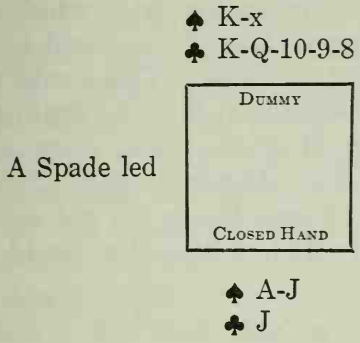
4 of Clubs) also from the closed hand, win the second Club trick with Dummy's Ace of Clubs, then lead toward the Ace-Queen-Jack of Diamonds. If the Diamond finesse won, he should continue from closed hand with the Queen of Clubs in the first illustration, the 8 of Clubs in the second. Thus, on the fourth round of Clubs, he would have the 4 of Clubs left to lead to Dummy's 5 of Clubs (making the 5 an entry); instead of having to lead the 6, which would win the 5 and fail to place the lead in Dummy where it is desired. Should the 6 of Clubs be retained in the closed hand, Dummy could not win the last Club trick and could not lead Diamonds toward the tenace a second time.

In such case every entry should be utilized; when Declarer wins the first Club trick in Dummy he should *immediately* (being in the hand short of entries) make the most of his limited opportunities and lead a Diamond. To continue the Clubs before leading Diamonds would waste a valuable entry; it is important that the Diamonds be led from Dummy, but it does not matter from which hand the Clubs are led.

In deals in which it is not important that the lead be toward the closed hand, an entry in Dummy nevertheless may be necessary to put the lead in Dummy, in order that the winning cards of some established suit may be led; cards which would not be winners if Dummy could not get in to lead them.

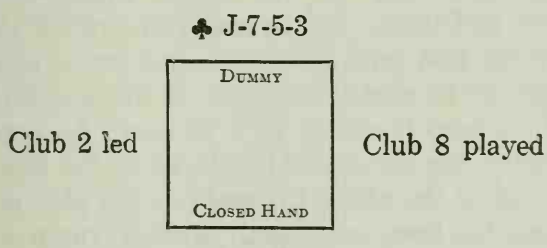
Hidden entry situations are apt to occur when the suit originally opened at No Trump might

be won cheaply by closed hand, but when playing a high card from Dummy costs nothing and makes up an entry.



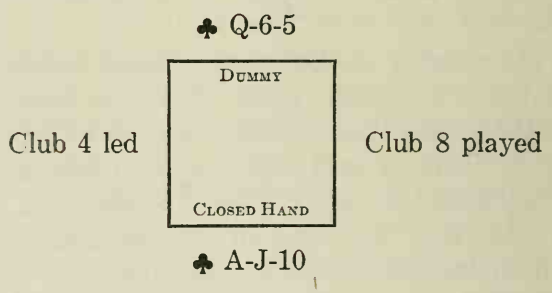
No other entry in Dummy. Closed hand should win the first Spade trick with Ace (not Jack), lead the Jack of Clubs toward Dummy's Clubs, overplay in Dummy and continue the Club suit until the adverse Ace falls. Then Dummy will obtain the lead with the King of Spades and will win Club tricks, otherwise unobtainable.

Another case not so obvious, but just as important:



Dummy plays Club 3, third hand Club 8, which marks leader (who must have opened a 4-card suit) with Clubs Queen-6-4. If it be important to have an extra entry in Dummy, the first trick, which could be won by closed hand's 9 or Ten, should be won with the Ace or King of Clubs. This would make it possible to put Dummy in later by leading two Clubs (both smaller than the Jack) from closed hand and winning with Dummy's Jack of Clubs whichever trick the adverse Queen did not cover.

A very similar No Trump situation would arise in the following:



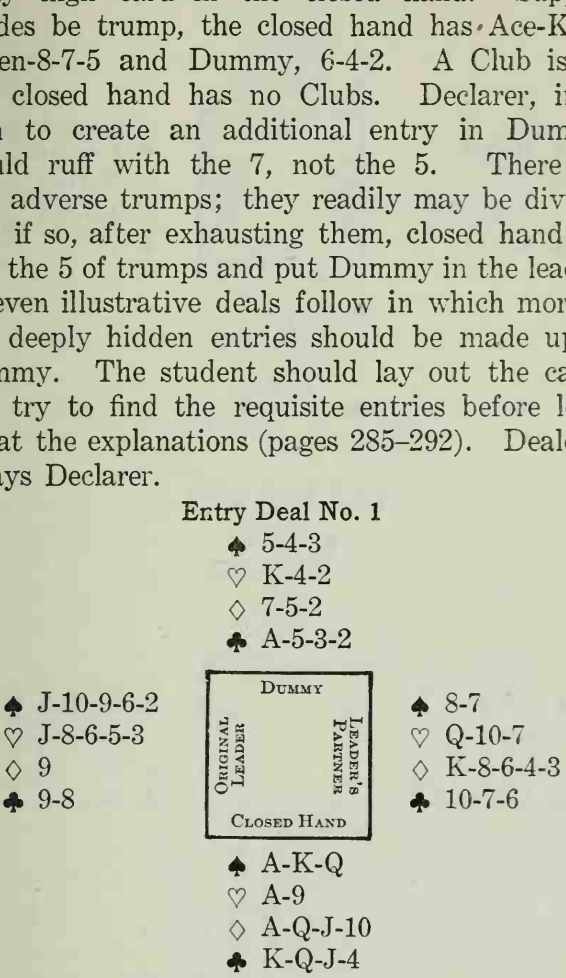
Leader, who has opened with his fourth best card, must have left in his hand King-9-7. The Queen in Dummy can be made an entry if the first trick be won with the Ace. No more than two tricks can be made in the suit, as the original leader will not lead it again; so if an entry be needed in Dummy, the Ace should be played on the first trick.

In all of the above illustrations the play of a No Trump has been considered; when a trump declaration is being played, an entry frequently can be

created in Dummy by trumping with an unnecessarily high card in the closed hand. Suppose Spades be trump, the closed hand has Ace-King-Queen-8-7-5 and Dummy, 6-4-2. A Club is led and closed hand has no Clubs. Declarer, if he wish to create an additional entry in Dummy, should ruff with the 7, not the 5. There are four adverse trumps; they readily may be divided 2-2; if so, after exhausting them, closed hand can lead the 5 of trumps and put Dummy in the lead.

Seven illustrative deals follow in which more or less deeply hidden entries should be made up in Dummy. The student should lay out the cards, and try to find the requisite entries before looking at the explanations (pages 285–292). Dealer is always Declarer.

Entry Deal No. 1

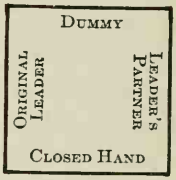


Declaration, No Trump.

Entry Deal No. 2

♠ 9-4-3
♡ 7-5
◇ 10-9-7-4
♣ A-K-Q-3

♠ 10-8-6
♡ 8-3
◇ A-K-Q-8-2
♣ 8-6-4



♠ K-7-5-2
♡ K-10-9
◇ J-6-5-3
♣ 7-5

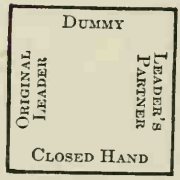
♠ A-Q-J
♡ A-Q-J-6-4-2
◇ None
♣ J-10-9-2

Declaration, Hearts.

Entry Deal No. 3

♠ 8-3-2
♡ 10-8-5-3
◇ 5-3-2
♣ 10-7-4

♠ J-5-4
♡ 9-6-4
◇ 8-6
♣ A-K-Q-J-2



♠ K-10-9-7
♡ J-7-2
◇ 9-7
♣ 9-8-6-5

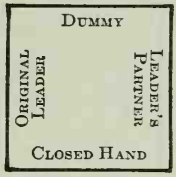
♠ A-Q-6
♡ A-K-Q
◇ A-K-Q-J-10-4
♣ 3

Declaration, Diamonds.

Entry Deal No. 4

♠ 8-5
♡ K-7-4-2
◇ A-5-3-2
♣ 9-7-2

♠ 9-6-3-2
♡ 10-3
◇ 9-6
♣ Q-J-10-4-3



♠ K-10-7-4
♡ Q-9-5
◇ Q-10-8
♣ 8-6-5

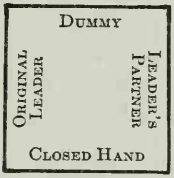
♠ A-Q-J
♡ A-J-8-6
◇ K-J-7-4
♣ A-K

Declaration, No Trump.

Entry Deal No. 5

♠ 7-4-3
♡ A-Q-4-3
◇ 9-6
♣ J-9-5-3

♠ Q-J-10-5-2
♡ 10-9-5
◇ 10-7-5-3
♣ 7



♠ 9-8-6
♡ J-6
◇ K-8-4-2
♣ K-6-4-2

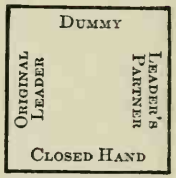
♠ A-K
♡ K-8-7-2
◇ A-Q-J
♣ A-Q-10-8

Declaration, No Trump.

Entry Deal No. 6

♠ 9-6-4-2
♡ K-9-3
◇ 10-8
♣ 10-9-4-2

♠ 8-5
♡ Q-J-10-7-6-2
◇ 9-5-4-3-2
♣ None



♠ 7-3
♡ A-8-5-4
◇ 7-6
♣ K-7-6-5-3

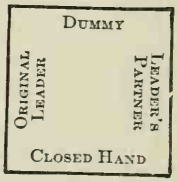
♠ A-K-Q-J-10
♡ None
◇ A-K-Q-J
♣ A-Q-J-8

Declaration, Spades.

Entry Deal No. 7

♠ K-7-5
♡ J
◇ J-9-7-6
♣ Q-10-9-8-4

♠ J-8-6
♡ Q-10-9
◇ Q-10-8-4
♣ 7-5-2



♠ A-9-3-2
♡ 8-7-5-3-2
◇ 3
♣ A-6-3

♠ Q-10-4
♡ A-K-6-4
◇ A-K-5-2
♣ K-J

Declaration, No Trump.

EXPLANATIONS OF ENTRY DEALS GIVEN ON PAGES 281–284

Entry Deal No. 1

Leader will open the Spade suit, but Declarer can see at once that there is no danger of its establishment by the adversaries. He can see also that to make four Diamond tricks it may be necessary for him to lead Diamonds three times from Dummy. Although the result of the first trick cannot be varied, Declarer should plan his campaign before touching a card in Dummy. Dummy has two obvious entries in the Club Ace and Heart King; the hidden entry is the 5 of Clubs which, without risk, can be made good by leading the three Club honors from the closed hand and (after four of the five adverse Clubs have fallen on the first and second Club tricks) over-taking the third Club honor led from the closed hand with Dummy's Ace of Clubs.[1] This makes Dummy's 5 of Clubs an entry, enables Dummy to lead Diamonds three times, gives closed hand three Diamond finesses and produces a grand slam.

Entry Deal No. 2

Declarer, after ruffing the first Diamond, can see that he may wish to lead four times from Dummy; Hearts twice, and Spades twice. He should therefore, if possible, place himself in position to get into Dummy four times. This can he do by leading

[1] This method of handling the Clubs should be used if the hands were: closed hand, A-Q-J-5, Dummy, K-6-4-2; or closed hand, A-K-J-6, Dummy, Q-7-5-3.

Clubs high from closed hand, over-taking; leading Hearts (trumps) from Dummy, finessing; fourth trick a repetition of the Club play; fifth trick a repetition of the Heart play. On the sixth trick closed hand captures the adverse King of trumps. Seventh trick, closed hand again leads high Club and again over-takes; it being perfectly safe to do so because the last adverse Club must fall on this trick. Eighth trick, a Spade lead from Dummy and a finesse. Ninth trick, the hidden entry in Clubs (the Trey of Clubs, closed hand now having the Deuce of Clubs) is used to put Dummy once more in the lead. Tenth trick, another Spade lead from Dummy and again a finesse. This produces a grand slam.

Entry Deal No. 3

Declarer, after losing the first Club trick, should trump the second with an honor,[1] so as to make an entry of Dummy's Five of Diamonds (trumps), if the adverse trumps are equally divided. Tricks 3 and 4, trumps led and the four evenly divided, adverse trumps exhausted. Tricks 5, 6 and 7, three high Hearts led from closed hand. Trick 8, Dummy placed in lead by leading the Four of trumps from closed hand and winning with the Five of trumps in Dummy. Dummy then cashes his thirteenth Heart and on it closed hand discards its small Spade. Trick 10, Dummy leads a Spade. Closed hand finesses and makes small slam.

[1] This play cannot cost a trick because there are but four adverse trumps and, even if they are all in one hand, Declarer still has the four highest trumps and can capture the four adverse trumps.

Entry Deal No. 4

Declarer wins Queen of Clubs and notes it may be desirable to lead Hearts once, Diamonds once and Spades twice from Dummy. The two obvious entries are the King of Hearts and the Ace of Diamonds, the two hidden entries are the Seven of Hearts and the Five of Diamonds. The hidden Heart entry is established by leading the Eight of Hearts (not the Six) from the closed hand on the first round of the Heart suit; and the hidden Diamond entry is established by leading the Seven of Diamonds (not the Four) from the closed hand on the first round of the Diamond suit. In both suits the second round is led from Dummy and the Jack is finessed. The two hidden entries would be utilized to lead Spades twice toward Ace-Queen-Jack in closed hand. Result, grand slam.

Entry Deal No. 5

When Declarer wins the Queen of Spades he desires to lead Clubs from the Dummy and, unless the finesse lose, will desire to lead Diamonds twice from the Dummy. The Ace and Queen of Hearts are two obvious entries, the hidden entry is the Four of Hearts. It is established by leading the Eight and Seven of Hearts from the closed hand to be won by the Ace and Queen. In the Club suit the Declarer has a combination finesse, the proper handling of which (see page 293) with two leads of Diamonds toward closed hand's Ace-Queen-Jack, produces a grand slam.

Entry Deal No. 6

Declarer, after trumping one Heart and exhausting adverse trumps, should realize that to win a grand slam (which he can surely make if the King of Clubs be on the right of the closed hand) he may have to lead Clubs from Dummy *three times*. That can be accomplished with two entries because the lead can be retained once in Dummy, by leading the Ten of Clubs from Dummy and, if the King do not cover (it should not), playing the Eight of Clubs from closed hand. This combination finesse would permit Dummy at once to lead Clubs again.

In order to get Dummy in twice, it is necessary to utilize Dummy's trumps to ruff good Diamonds. Two Club discards will not enable Dummy to ruff the second round of Clubs and will therefore be useless, so the only chance (an even one) for a grand slam is for Dummy to gain two entries by trumping two good Diamonds. The play should be as follows: tricks 4 and 5, closed hand should lead Ace and King of Diamonds; trick 6, closed hand should lead Queen of Diamonds and, although it is the best Diamond, Dummy should trump the trick. Trick 7, Dummy should lead Ten of Clubs and, if the King do not cover, closed hand should play the Eight of Clubs. Trick 8, Dummy should lead again toward the Club tenace in the closed hand and the closed hand should finesse. Trick 9, closed hand should lead Jack of Diamonds and Dummy should again ruff. Trick 10, Dummy should lead *a third time* toward the Club tenace. Result, grand slam.

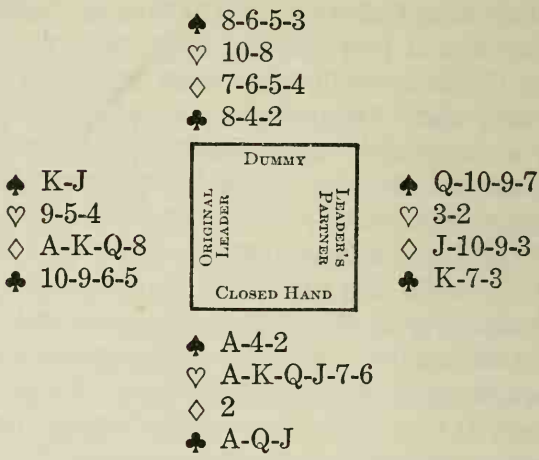
Entry Deal No. 7

The opening lead would be the Four of Diamonds, Dummy would play the Six, and third hand the Three; Declarer could play small from the closed hand and allow Dummy's Six to win, but before doing so he should realize that Dummy will probably need an entry to make his long Clubs (the adversary who has the Ace of Clubs is not apt to play it on the first round of that suit); and, as the King of Spades will not be an entry if the Ace of Spades be over it, the Jack of Diamonds should be made a sure entry by the play of the Ace or King of Diamonds on the first Diamond trick. In no other way can the game be won against sound defense. This shows the importance of planning the campaign immediately; a slip on the first trick would be fatal. With the hidden Diamond entry made up by the play of the Ace or King of Diamonds on the first trick, the game is cinched by leading King of Clubs, followed by Jack. Dummy overtakes the Jack of Clubs with the Queen, clears the Club suit, and re-enters with the Jack of Diamonds.

The Diamond play does not cost a trick because Diamonds will not be led again by an adversary, and three Diamond tricks are all Declarer can make. The Spade King would not be an entry with the Ace over it because, even if closed hand led Queen, the Ace would be held to kill Dummy's King.

There are two more types of hidden entry, possibly a little more difficult to find than the above; they have therefore been reserved until the last.

Entry Deal No. 8



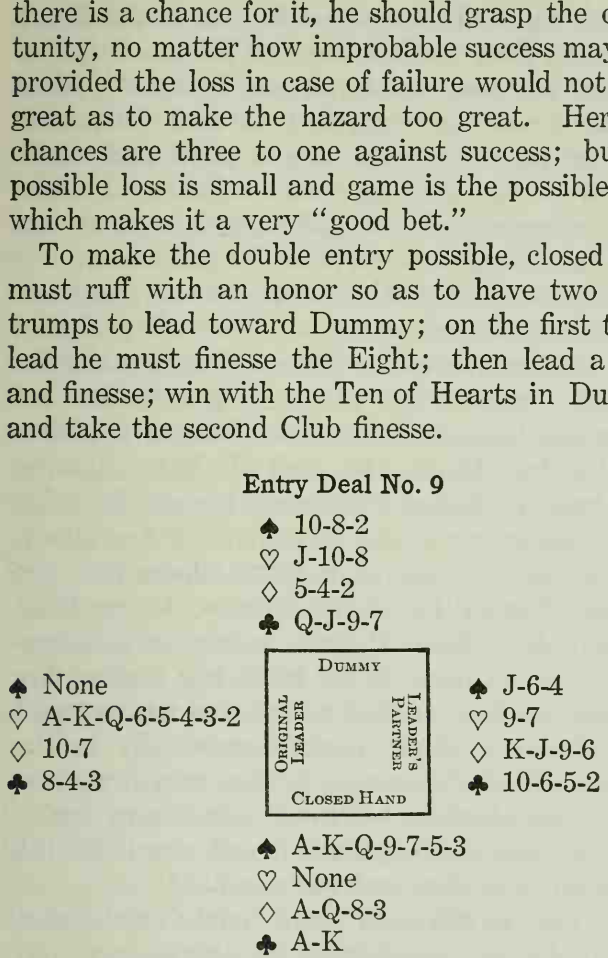
Declaration, Hearts.

Declarer, after losing the first Diamond trick and before trumping the second, should realize that he must lose two Spade tricks and consequently, if he lose a Club trick, he cannot make game. His only chance to win three tricks with his Ace-Queen-Jack of Clubs is to get in Dummy *twice*, so as to lead Clubs *twice* from Dummy. The Ten of Trumps is an obvious entry for Dummy and there is no other possibility of an entry except the Eight of Trumps. To finesse the Eight of Trumps on the first round of the suit may be throwing away a trick, as there is an even chance that the Nine is in the fourth hand; but, unless Dummy can get in *twice*, there is no hope of making game. Of course, the Club finesse may not succeed (another even chance); if

so, the risk of losing a trump trick has been taken for nothing, but *game* is the desideratum. When there is a chance for it, he should grasp the opportunity, no matter how improbable success may be—provided the loss in case of failure would not be so great as to make the hazard too great. Here, the chances are three to one against success; but the possible loss is small and game is the possible gain, which makes it a very "good bet."

To make the double entry possible, closed hand must ruff with an honor so as to have two small trumps to lead toward Dummy; on the first trump lead he must finesse the Eight; then lead a Club and finesse; win with the Ten of Hearts in Dummy, and take the second Club finesse.

Entry Deal No. 9



Declaration, Spades.

With this lay-out, a careless Declarer might be dazzled by his wealth of trumps, his high cards and his blank suit and, after trumping the initial Heart lead, might then lead out his Ace, King and Queen of Spades to "clean up the adverse trumps." After that, he would be compelled to lead Diamonds sooner or later from the closed hand and could not prevent the winning of three Diamond tricks by the adversaries; he would make his game, but would have needlessly sacrificed his small slam.

At first the play of the hand seems easy, as there are but three adverse trumps and they will probably fall on the first two trump tricks. That would seem to make it possible for Declarer, *after* he has led the Ace and King of Clubs, to put Dummy in with a Trump to lead Queen and Jack of Clubs, allowing closed hand to discard two losing Diamonds; after which, Diamonds could be led toward the Ace-Queen. The first round of trumps, however, shows that one adversary has all the adverse trumps; to win them all would also exhaust Dummy and make it impossible to put Dummy in the lead; but leading Ace and King of Clubs (tricks 3 and 4) and then a small trump (losing a trump trick unnecessarily to the adverse Jack) would create a hidden trump entry in Dummy and obtain a return of three extra tricks, two Clubs and one Diamond (small slam), for the one trump trick that would be sacrificed.

Some players call such plays "tricks" and assert they do not occur; they do not—for such players—but opportunities to make them do.

RETAINING THE LEAD FOR COMBINATION FINESSES

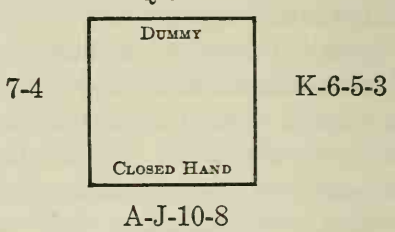
There is one principle of play which might properly be considered either under the head of Entry or Combination Finesse, and which really involves a little of each. When two or more leads from the hand which has the lead are needed to complete a Combination Finesse, and there is no entry to get back in that hand except in the suit that is being led (or when the hand has another entry but needs it for another suit), care should be taken to retain the lead where it originated so that the suit can be continued from that hand if the finesse succeed.

When a lead is toward an Ace-Queen-Jack, it is impossible to retain it in the leading hand for another finesse; but if some holding like Jack-x-x be leading toward Ace-Queen-Ten, it is easy to lead a high card (in case cited, Jack) and play a lower card (in case cited, Ten) under it, thus retaining the lead in the hand in which it should remain so that (if finesse win) another finesse can be taken through the adverse honor without the help of a re-entry.

Situations frequently arise in which it is most advantageous to keep the lead in the hand which is leading. Suppose Dummy, in the lead and with no entry in any other suit, has Jack-8-2 of the suit being led; and that closed hand, in the same suit, has Ace-Queen-Ten-9-7. Suppose further that to make game it is necessary for Declarer to take five tricks in that suit and that the hand on the right of the closed hand has King-6-4-3. Should closed hand, on either the first or second tricks of that suit,

play a higher card than Dummy, the lead would shift and the adverse King would win later because closed hand would have to lead up to it. But, if Declarer lead Jack from Dummy, play Ten from closed hand, lead 8 from Dummy and play 7 from closed hand, the desired result can be accomplished.

Many similar situations present themselves, with the following distribution—



Closed hand should play Jack or Ten under Dummy's lead of Queen, and Eight under Dummy's lead of Nine. If, in any of these situations, the adversary obligingly cover with the honor the Declarer is trying to catch, the problem is most quickly and successfully solved. When the adverse honor is in the wrong place it cannot be captured, but Declarer then has the satisfaction of knowing that he has played correctly and that in the long run sound play will receive an adequate reward.

WHEN TO FINESSE

The object of finessing is the capture of an adverse card which is missing from a tenace held by the finesser. In some cases the location of that card has

been indicated by some previous incident of the auction or the play and a perfectly plain reason exists for making or not making the finesse. In the absence of any such indication, the question of when a finesse should be tried and when the opportunity to try it should be refused, is generally best answered by assuming that, in any given suit, any number of adverse cards from two to five are divided between the adversaries as evenly as possible: specifically; that two will be divided 1-1; three divided 2-1; four, 2-2; and five, 3-2. Declarer should also assume in such case (and this assumption is backed by mathematical probability) that in case of a 2-1 or 3-2 division, the card to be captured is held by the adversary who is longer (*i. e.*, who holds 2 or 3 as the case may be).

Declarer should count the cards of a suit in his two hands, subtract the total from thirteen, and thus find the number of that suit held by the two adversaries. For example, a Declarer holding Ace-Queen, but not King, with a total of eleven cards of the suit in his two hands, should play on the basis that each adversary has one of the two held by them; but with a total of ten in his two hands, Declarer should play on the basis that the three adverse cards are divided 2-1, and that the King is one of the two, rather than that it is a singleton. Reverting to mathematics, it is interesting to note that with a total of ten cards in Declarer's two hands, the finesse with Ace-Queen-Jack will win just about twice as often as it will lose.

Finessing with ten cards will lose a trick when the adverse King is unguarded in the fourth hand; but, in spite of that, the finesse in the long run will win. Suppose the adverse cards are King, Trey and Deuce; that the lead is made toward the Ace-Queen-Jack, and the Deuce played second hand. The adverse cards then unplayed would be the King and the Trey; they may be divided in four ways:

Second Hand	Fourth Hand
1. Trey	King
2. King	Trey
3. King-Trey	None
4. None	King-Trey

In No. 1 the finesse would lose a trick; in Nos. 2 and 3 it would gain a trick, and in No. 4 it would be immaterial whether or not the finesse were taken; so that in two out of the four possible divisions it would gain, and in only one out of the four it would lose. There is one other factor which may affect this finesse. Suppose the adverse cards are King, Ten and Trey instead of as above named, and suppose the lead is made toward the A-Q-J and the Ten is played second hand. If it be assumed that the second hand player would not false-card and consequently could not have the Trey, then division No. 3 above named could not occur and the chances of the finesse would be exactly even; *but* with a clever adversary on the right there is always the possibility that the Ten is a false card played from a holding of King-Ten-Trey or Ten-Trey. It is just the sort of false card that a shrewd adversary would

employ to deceive an unwary and confiding Declarer, so it is generally wiser (except, of course, when King is played second hand) to try the finesse to catch the King when the two hands total ten cards.

But while the finesse to catch the King would be tried with ten, the finesse to catch the Queen (*i. e.*, the finesse with A-K-J) obviously should not be.

With a total of nine cards of the suit in the two hands of Declarer, leaving a total of four for the two adverse hands, the situation is essentially different. With that division, refusing the A-Q-J finesse will capture the King only when it is unguarded on the left. That will be the case about 65 times in 1000, but the finesse will gain about 435 times out of a thousand, so the player who does not "finesse with nine" is making a play with the odds almost seven to one against him.

The situation most apt to prove troublesome arises, either in the trump suit or in Declarer's strong suit in a No Trump, when the combined hands hold nine cards headed by Ace-King-Jack. The division may be—

Ace-King-Jack-x-x and x-x-x-x;
Ace-King-x-x-x and Jack-Ten-x-x;
Ace-King-Ten-x-x and Jack-x-x-x;
Ace-Jack-x-x-x and King-x-x-x;
King-Jack-x-x-x and Ace-x-x-x.

In all these cases the Jack finesse is tempting but it should be refused and the Ace and King played, with the hope that an even break will drop the Queen on the second round. Exceptions occur when—

(*a*) Some declaration or double has indicated that the Queen is in position to be captured by a finesse and that it probably has two guards.

(*b*) When it is reasonable to expect that the adversary on the right is long in it because the adversary on the left of the finessing hand has shown unusual length in some other suit.

The rule not to finesse with nine cards of a suit applies only to an Ace-King-Jack finesse (the finesse to catch the Queen); but sometimes beginners become confused and apply it also to the Ace-Queen finesse (the finesse to catch the King). As explained above, the finesse to catch the King should be taken when less than eleven cards of the suit are contained in the two hands of the Declarer.

The double tenace (A-Q-10) presents another special problem; the question being whether, after leading from the other hand, to play Queen or Ten on the first trick. The Queen play may make good a Jack held on the right of the double tenace, the Ten play may allow an unguarded Jack on the left to win the first trick. The answer to the question is determined mathematically. If Declarer's two hands contain a total of 8 cards or fewer, the double finesse should be taken (Ten played); but with a total of 9 or 10 cards, the single finesse (Queen played). It goes without saying that the lead should be toward the hand containing the double tenace, and that the play should be suitably varied if second hand play an honor.

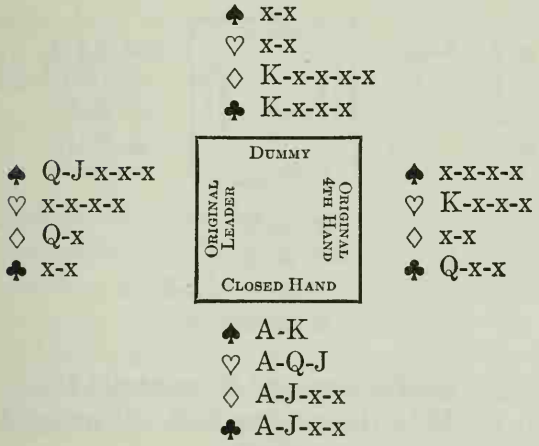
Before leaving the subject of the Ace-King-Jack

finesse, special attention is called to the fact that, although with eight cards or less it should be taken, it should be postponed until the second trick of the suit, the Ace or King being played on the first trick, whenever such postponement will not interfere with the plans of Declarer.

The following table summarizes the above.

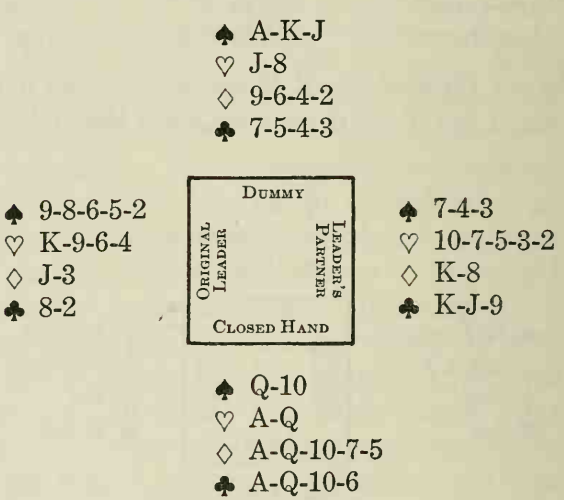
Holding	Total Cards of Suit in Declarer's Two Hands	Play
Ace-Queen	11	Ace
Ace-Queen	10 or less	Queen
Ace-King-Jack	9 or more	King
Ace-King-Jack	8 or less	Jack
Ace-Queen-Ten	9 or 10	Queen
Ace-Queen-Ten	8 or less	Ten

As an illustration of finessing, suppose a dealer obtain a No Trump contract with the following—



A Spade is the opening lead, won by Declarer. In the subsequent play Declarer should refuse to finesse the Jack with Ace-King-Jack in Diamonds because, having a total of nine Diamonds in his two hands, the adverse Queen is apt to drop and to finesse would probably be taking an unnecessary risk; he should, however, take the same finesse in Clubs because, with a total of eight Clubs in his two hands, the odds are against dropping the Queen. He should also finesse twice in Hearts, and thus make a grand slam.

The following hand illustrates finesses with Ace-Queen-Ten.



With South the Declarer and the contract No Trump, a Spade would be the opening lead. Dummy should

win the first trick and lead a small Diamond. There being nine Diamonds in the two hands the Queen (not the Ten) should be played by closed hand and as, on trick 3, the Ace of Diamonds captures both the King and Jack, Dummy has two entries in Diamonds which should be used to put that hand in to lead Clubs. The two hands having a total of eight Clubs (less than nine) the double finesse should be taken, the Ten being played by closed hand on the first lead of Clubs from Dummy. The second Diamond entry enables Dummy to lead Clubs a second time, the Queen then winning the trick. Result, grand slam.

THE DIRECTION IN WHICH TO FINESSE

When a finesse is being made with the hope of catching an adverse King, Declarer obviously has only one direction in which he can finesse; he must of course lead toward the Ace. Also, when he is trying to catch the Queen with either—

Ace-Jack-x	facing	King-x-x,
	or	
Ace-x-x	facing	King-Jack-x,

he can finesse but one way because, without the Ten, nothing could be gained by leading the Jack for a combination finesse. In the first case, the only finesse is to lead from the hand with the King toward the Ace-Jack-x and finesse the Jack; in the second, in order to finesse, the lead must be toward the King-Jack-x.

Declarer *can finesse either way* when he has Ace in one of his hands and King in the other; and also has *both* Jack and Ten, either divided or in the same hand. With any of the following holdings Declarer can finesse either way.

Ace-Jack-x	facing	King-Ten-x,
King-Jack-x	facing	Ace-Ten-x,
Ace-Jack-Ten	facing	King-x-x,
Ace-x-x	facing	King-Jack-Ten.

It goes without saying that when Declarer has the option of finessing either way he should not merely guess if he can draw some inference which will suggest to him that it is advisable to finesse one way, rather than the other. The inference which guides him may have been gained during the auction or from the play. A bid or a double may materially aid the Declarer in locating the position of the adverse Queen and thus guide him in finessing so as to capture it, or the exigencies of the play may make it important that a certain adversary should not be permitted to lead. In any of the following circumstances it may be important to keep a certain adversary from leading:

(*a*) At No Trump, when that adversary has an established suit and his partner has no card of that suit.

(*b*) When that adversary, if in the lead, could lead *through* King-x, or some other weakly guarded honor or combination of honors, which Declarer desires to have led *up to*.

(*c*) When placing the other adversary in the lead makes it probable that a tenace of Declarer's will be led *up to*, not *through*.

When a Declarer has any of the above-named reasons for finessing one particular way, he will have little difficulty in deciding how to manage the play of the suit involved. It sometimes happens, however, that neither adversary has bid or doubled so that no inference can be drawn from the bidding, and that no exigency of the play or combination in Declarer's cards makes it advisable to place one adversary, rather than the other, in the lead. Under such conditions, if playing No Trump, it is wise to finesse upon the basis that the Queen of a suit that has *not* been led is more apt to be in the hand of the partner of the initial leader than in the hand of the adversary who made the opening lead. This is true because any one particular card is more apt to be in the adverse hand which is longer in that suit. Suppose at No Trump, Spades led, that Declarer with Ace-Queen wins with Queen; he has eight Diamonds in his two hands, is able to finesse either way, and wishes to capture the adverse Queen of Diamonds. The five adverse Diamonds are probably divided 3-2, possibly 4-1; with the latter division the odds are four to one that the Queen is in the adverse hand with the four Diamonds, with the 3-2 division the odds are three to two that the Queen is in the adverse hand which contains three Diamonds. As the original leader probably has more Spades than his partner, the chances are that the

partner is longer in Diamonds than the original leader, and consequently the Queen of Diamonds is more apt to be in the hand of the partner than in that of the original leader.

A device with which an expert often traps an adversary, is the leading of a Jack, as if intending to finesse, when he really does not mean to do so. There are many players who, when adversaries of the Declarer, always cover an honor with an honor. Playing against an adversary who does that, it is possible to minimize the risk involved in finessing to catch a Queen. Suppose Declarer's holding is—

Ace-Jack-Ten facing King-x-x.

Declarer should lead Jack, so as to give second hand, if he be an "honor coverer" and have the Queen, the opportunity of covering Jack with Queen which would make Declarer's entire suit good. If second hand "honor coverer" do not cover Jack with Queen, Declarer can safely infer that the Queen is in the fourth hand, can win his Jack with his King and finesse the succeeding trick the other way.

The scheme should be tried, whenever possible, by a Declarer who, with nine cards of a suit, does not intend to finesse to catch a Queen. With—

Jack-Ten-x-x facing Ace-King-x-x-x,
Jack-Ten-x facing Ace-King-x-x-x-x,
Ace-Jack-x-x facing King-Ten-x-x-x,

or any similar combination, the Jack should be led (although the finesse is to be refused) because that

lead may tempt an unwary adversary, who holds Queen-x-x, to cover and thus a trick may be gained.

KEEPING COMMAND OF THE ADVERSE SUIT

Playing No Trump, the most serious danger for the Declarer is the running of an adverse suit. When the closed hand and the Dummy combined possess but one stopper of the suit that is led, the game-going of even a strong No Trumper is seriously threatened. If that stopper be played on the first trick, the adverse suit is established; and, unless Declarer can win the next eight tricks (in most deals difficult if not impossible), the adversaries will save the game whenever (as is generally the case) the original lead has been made with a 5-card suit.

There is a method by which Declarer in many deals may avoid this danger. It is by postponing the play of the card that stops the adverse suit until the partner of the leader has no more of the suit, so that if the partner be the adversary to obtain the lead, he cannot lead the original suit and thus save the game. After having held up until the partner of the leader cannot return the original suit, every effort should be made by Declarer to keep the original leader from regaining the lead.

When Declarer's only long suit is headed by King, Queen, Jack (the honors being held in one hand or divided), he has to force out the adverse Ace to establish it. With that Ace held by the adversary with the established suit, the hold-up would be useless; but, until the position of the Ace of De-

clarer's suit is known, there is always at least an even chance that the partner of the original leader has it, in which case the hold-up is bound to accomplish its purpose if Declarer can hold off until the partner of the leader is exhausted. Then there are the cases in which the adverse high card is not an Ace and Declarer can so manipulate his finesses as to keep the adversary with the established suit from obtaining the lead. Declarer can do this whenever he can finesse a suit either way or when, with two finesses (one in the closed hand and one in Dummy), he can select the finesse which, if it lose, would place the lead in the hand of the adversary who cannot lead the established adverse suit.

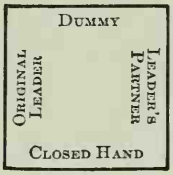
There is no play at the Bridge table that the Declarer is called upon to make more frequently, and consequently perfect familiarity with every phase of the hold-up is essential. Fortunately the play is easily understood and the situations which call for it should be readily recognized.

As a rule the hold-up is only advantageous when playing a No Trump contract. An established adverse suit is not a menace to a trump contract as it can be ruffed, and holding up an Ace when playing a trump contract is always attended with danger, as the second round of the suit may be trumped. In the six hold-up deals which follow, the dealer is the closed hand and the contract is No Trump; the explanations follow after the last deal, on pages 310–312.

Hold-up Deal No. 1

♠ 10-3
♡ 10-9-4-2
◇ A-Q-J
♣ J-10-4-3

♠ K-J-9-7-2
♡ K-8-6
◇ 10-6-4
♣ Q-8



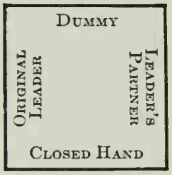
♠ Q-8-5
♡ 7-5-3
◇ K-8-5-3-2
♣ 6-2

♠ A-6-4
♡ A-Q-J
◇ 9-7
♣ A-K-9-7-5

Hold-up Deal No. 2

♠ J-2
♡ 7-3
◇ J-8-5
♣ A-10-8-7-4-2

♠ Q-10-8-6-3
♡ Q-8-5
◇ K-7-4
♣ 5-3



♠ A-9-4
♡ 10-9-6-4-2
◇ 6-3-2
♣ K-6

♠ K-7-5
♡ A-K-J
◇ A-Q-10-9
♣ Q-J-9

Hold-up Deal No. 3

♠ 6-2
♡ A-9-7
◇ K-6-5-3-2
♣ J-4-2

♠ Q-10-7-5-3
♡ Q-5-3
◇ 8-4
♣ Q-9-8

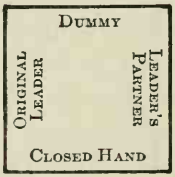
♠ K-J-8
♡ 10-8-2
◇ A-9-7
♣ 7-6-5-3

♠ A-9-4
♡ K-J-6-4
◇ Q-J-10
♣ A-K-10

Hold-up Deal No. 4

♠ 6-2
♡ A-J-10
◇ A-10-6-3-2
♣ 10-8-2

♠ Q-10-7-5-3
♡ 5-4-3-2
◇ 8-4
♣ K-5



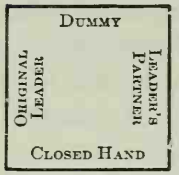
♠ K-J-8
♡ 9-8-7-6
◇ K-7-5
♣ 7-6-4

♠ A-9-4
♡ K-Q
◇ Q-J-9
♣ A-Q-J-9-3

Hold-up Deal No. 5

♠ 6-2
♡ A-10-3-2
◇ K-10-3-2
♣ 10-4-2

♠ Q-J-10-5-3
♡ 7-5
◇ Q-6-4
♣ Q-8-3



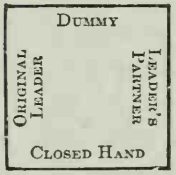
♠ K-9-8
♡ Q-9-8
◇ 9-8-7
♣ 9-7-6-5

♠ A-7-4
♡ K-J-6-4
◇ A-J-5
♣ A-K-J

Hold-up Deal No. 6

♠ A-J-9-8
♡ 8-3
◇ 10-9-4
♣ K-Q-10-3

♠ 6-3-2
♡ Q-10-7-6-2
◇ K-7
♣ 9-7-4



♠ K-7-5-4
♡ K-J-9
◇ 6-3-2
♣ 8-6-2

♠ Q-10
♡ A-5-4
◇ A-Q-J-8-5
♣ A-J-5

EXPLANATION OF HOLD-UP DEALS

Hold-up Deal No. 1

Declarer should make game: five Clubs, two Diamonds, one Heart, and one Spade; total, nine tricks. The original lead would be the Seven of Spades and Declarer should hold up closed hand's Ace of Spades until third round of that suit, so as to exhaust the Spades in the hand of the partner of the Spade leader. He should then establish his Clubs (having nine he should not finesse). When the Queen of Clubs falls he will have eight tricks assured and should ensure the remaining trick necessary for game by finessing Diamonds, not Hearts. It will be noticed that Declarer has exactly the same high cards, Ace-Queen-Jack, in the two red suits and has a total of *seven* Hearts as compared with *five* Diamonds. There is no indication as to the location of either red King; but the high Hearts are in closed hand, the high Diamonds in Dummy. As a general thing a Declarer would lead the longer suit as it may produce more tricks, but if the Diamond finesse be tried and lose, little harm results because the loss will not throw the lead to the adversary with the established Spades; but the loss of the Heart finesse would let in the Spades and cost game. Losing the Diamond finesse costs one (immaterial) trick; losing the Heart finesse would cost three tricks and game. After the loss of the Diamond finesse, the game being assured, Declarer should refuse the Heart finesse when that suit is led through his strength.

Hold-up Deal No. 2

Declarer should make game: five Clubs, two Hearts, one Diamond, and one Spade; total, nine tricks. The original lead would be the Six of Spades. After third hand wins the first trick with the Ace and then leads the Nine of Spades, Declarer should hold up the King of Spades (the winning Spade) until the third round of the suit, so as to exhaust the partner of the Spade leader. He should then finesse the Clubs and, when the finesse loses, should refuse to finesse either Hearts or Diamonds, as game is assured without either finesse and might be lost by trying either.

Hold-up Deal No. 3

Declarer should make game: four Diamonds, two Clubs, two Hearts, and one Spade: total, nine tricks. The original lead would be the Five of Spades and Declarer should hold up closed hand's Ace of Spades until the third round of that suit and then force out the Ace of Diamonds. If the Ace of Diamonds be in the adverse hand which contains the established Spades, game is impossible; but if (as is the case) it be in the other hand, game is made by refusing all finesses which would let in the dangerous hand. It is necessary to risk finding the Ace of Diamonds in the wrong hand, because Declarer cannot go game unless he takes tricks with Dummy's long Diamonds.

Hold-up Deal No. 4

Declarer should make game: four Diamonds, three Hearts, one Spade, and one Club; total, nine

tricks. The original lead would be the Five of Spades and Declarer should hold up the Ace of Spades until the third round of that suit. Declarer should then elect to try the Diamond (not the Club) finesse, as the loss of the Diamond finesse is not serious. After the Diamond finesse loses, but with Dummy's Diamonds established and game assured, Declarer should decline the Club finesse.

Hold-up Deal No. 5

The original lead would be the Queen of Spades and Declarer should hold up his Ace of Spades until the third round of that suit and then so finesse both Hearts and Diamonds (suits he can finesse either way) that if either finesse lose, the adversary with the established Spades will not be in the lead. He should not finesse Clubs because if that finesse lose the adversary with the established Spades would be able to cash them. Result: one Spade, three Hearts, four Diamonds, and two Clubs. Ten tricks, one more than game.

Hold-up Deal No. 6

The original lead would be the Six of Hearts and Declarer should hold up his Ace of Hearts until the third round of that suit and then finesse Spades.[1] This play ensures three Spades, one Heart, one Diamond, and four Clubs—game. Declarer should not risk game by finessing Diamonds.

[1] Spades should be finessed *before* leading Clubs so that Dummy can bring in his Spades with a Club entry.

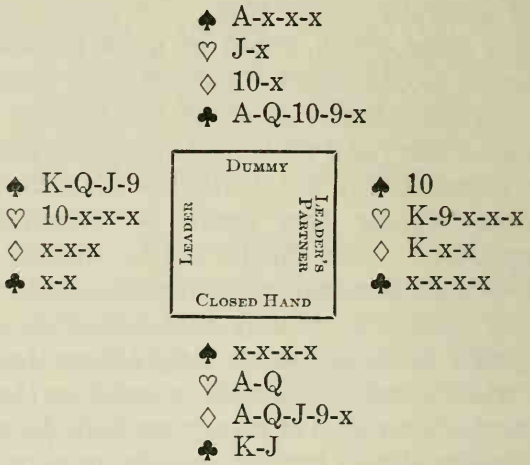
WHEN NOT TO HOLD UP

The hold-up of the command of the adversaries' suit is generally sound play. In many hands it makes a game which would be quite impossible if the first or second round of the suit were won. But there are some hands in which the hold-up would be a losing play; and while such hands are comparatively infrequent, it is nevertheless important that, when they appear, they should be recognized and distinguished. This should not be difficult for a Declarer who thoroughly appreciates that *the sole and only object of the hold-up is to exhaust the partner of the leader of the suit that is being led,* so that, if he win a trick, he will not be able to continue that suit.

If on the first round of an adverse suit the partner of the leader should have a singleton or none of the suit, it is obvious that a hold-up would be absurd; the object of the play would have been already accomplished. A similar situation arises when, on the second round, the partner of the leader plays what must be his last card of the suit, Declarer having ducked the first round. By noting carefully the opening lead, Declarer can often tell just how many of the suit the leader's partner holds; or within one of the exact number.

Another instance of a foolish hold-up occurs when Declarer can be absolutely sure that the partner of the leader will not win a trick. Why hold up and lose tricks, in order to keep a player from leading a suit when it is evident that he will never obtain the lead?

An illustration of both of the above non-hold-up cases follows:



Contract, No Trump. Initial lead, King of Spades.

Declarer should play Dummy's Ace of Spades on the first trick, because—

(1) Dummy and closed hand having eight Spades between them, and the leader surely having had at least four, the partner of the leader can have at most one Spade.

(2) Declarer's two hands contain strength which makes it certain that the partner of the leader cannot win a trick.

Either reason is sufficient to warrant the play of the Ace of Spades on the first trick; there being no reason for a hold-up. Declarer is sure of five Club tricks and the Aces of the other three suits, eight

tricks; one short of game. He has only seven Diamonds in his two hands, so the Diamond finesse should be taken.[1] If it lose it will let in the hand with the Spades, but that cannot be avoided (there is no finesse to make the other way) and only three Spade tricks can be run. The Diamond finesse should be taken before running the Clubs so that, if the Diamond finesse win, Dummy can be put in with a Club, the Club suit run, and then the Heart finesse tried for the grand slam. Holding up, even once, would keep Declarer from making a grand slam (he can see from the start that the slam is possible) and the hold-up could not by any possibility be of benefit.

It goes without saying that the hold-up should not be made when both the first and a subsequent trick in the suit can be won. For example, with x-x in Dummy and Ace-Jack-Ten in closed hand, a small card led and Queen played by third hand; closed hand should win with Ace, as doing so ensures a total of two tricks in the adverse suit. To hold up would squander that most important asset, a trick in the adverse suit.

Another case in which a hold-up is useless is where the size of a small card led against a No Trump shows the Declarer that it is impossible for him to exhaust the partner of the leader of cards of that suit. If, for example, the card led be a Deuce, or a card which the Declarer can see must

[1] The Diamond finesse is a combination finesse, in making it the Ten of Diamonds should be led from Dummy.

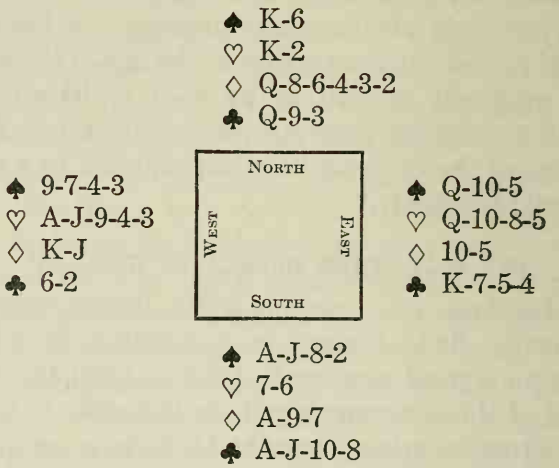
be the leader's lowest (the case when all the lower cards of that suit appear either on the first trick, or remain in Dummy or closed hand), the leader is obviously opening a 4-card suit. When a 4-card suit is opened and Declarer has a total of five cards of it in his two hands, it is plain that both adversaries have four, and that there can be no advantage in the hold-up. Similarly, when the lead (*e. g.*, the Trey) is a card which makes it possible that the leader has one lower, but not more than one, and the Declarer has a small singleton in Dummy and A-x-x in closed hand, a total of four cards of the suit, there can be no point in the hold-up of the Ace, because the adverse nine cards must be divided 5-4, and it is immaterial whether the lead has been from a five-card suit or a four-card suit; the partner of the leader must have at least four and cannot be exhausted. Frequently the Declarer, by noting the size of the card originally led, is able to appreciate that a hold-up is useless and, by taking the first trick and having luck with his finesses he makes a score quite unobtainable if he had passed the first two tricks. All of which emphasizes how important it is for a No Trump Declarer to note and draw inferences from the denomination of the card that is the opening lead. When a high card is led originally (for example, a Queen or a Jack) the Declarer cannot at once accurately count the length of the leader, nor can he do so when a card not necessarily the lowest is led (for example, a Trey, the Deuce not appearing on the first trick, or in

either of Declarer's hands). In such cases, while the lead may have been from a 4-card suit, it has probably been from a five, and it is wise for Declarer to so reckon in planning his campaign. A Declarer should pay as much attention to the size of the small card originally opened as he does to its suit; if he fail to note and draw all possible inferences from the size of the card, he handicaps himself to a most lamentable extent.

THE PLAY WHEN UNABLE TO HOLD UP

A Declarer, when playing a No Trump contract, frequently finds himself in a position in which, while he is most anxious to hold up until the third round of the adversary's suit, he is unable to do so. This situation arises when the Declarer is compelled to use his only stopper of the adverse suit to win the first or second trick. This may be because he has only one or two cards of the suit or because, if he fail to win the trick in question, he will not win any (such a case as a small card led, x-x in Dummy, Queen played by third hand, and closed hand holding K-x-x). Under these conditions when the lead has been from a 5-card suit, or whenever the two adversaries have a total of nine or more cards of the suit, the Declarer must take eight consecutive tricks without relinquishing the lead, if he is to make his game. After Declarer has taken his solitary trick in the adverse suit (whether on first or second round), the adversaries will have sufficient tricks in that suit, together with any other trick they may win,

to save game if they win that other trick before Declarer captures his ninth (the game-winner).



Supposing South to be playing a one No Trump contract, and West to open with the Four of Hearts; the only chance for Declarer to capture a Heart trick is by winning with the King from Dummy on the first trick. The play may not succeed, but when it does Declarer is placed in the above described position. The adverse lead shows that a 4- or 5-card suit has been opened, and it matters not which; one adversary has four Hearts left and the other has three. Which adversary obtains the lead is also immaterial; four Hearts tricks will immediately follow the winning of the first adverse trick, so that game (nine tricks)—if it is to be made—must be obtained by winning eight more tricks before a sin-

gle trick is lost. With such a Diamond holding, the first thought of the Declarer would ordinarily be to establish that suit, but it is obviously impossible to do so *without losing a trick.* Losing a Diamond trick must of necessity result in the saving of game by the adversaries, so Declarer is obliged to give up the establishment of a nine-card suit and try to save his game by running with a 7-card suit and a 6-card suit. In each of these two suits (Clubs and Spades) a finesse is necessary and the odds against success are even in each case. Consequently it is three to one against the success of both finesses, but the possibility that the short end will turn up justifies the effort. Declarer should therefore (trick 2) lead the Queen of Clubs from Dummy and, if the King do not cover, should play the Jack or Ten of Clubs from closed hand. Trick 3, the Nine of Clubs and, if again the King do not cover, the Eight of Clubs from closed hand. Trick 4, take the last Club finesse that is needed. Trick 5, lead the Deuce of Spades from closed hand, win with the King of Spades in Dummy; and (trick 6) try the Spade finesse which, if successful, will produce game.

HOW TO PLAY FROM DUMMY

When a Declarer is called upon to decide whether he should win the first trick in Dummy or in the closed hand, for example when in the suit led he has Ace-x facing King-x, the decision depends solely upon where he wishes the lead to be at the second trick; or where he thinks he will need an entry card

later. The subject of planning the future and general play of the hand will come later; the present problem is merely how to handle the suit which has been opened. For example, Dealer has bid No Trump and secured the contract; the Heart Six is led; Dummy contains only two Hearts, King-Jack; closed hand has only small Hearts. If the lead was made from an Ace-high suit, Declarer can win the trick by putting up Dummy's King; if the lead was from a Queen-high suit and consequently the Ace (but not the Queen) is on Dummy's left, playing Jack will stop the suit but playing King will allow the adversaries to run it at once. Declarer has had no hint as to where the Ace lies and it looks as if he would have to do some tall guessing. But, as a matter of fact, the King-guess will be right oftener than wrong because, when a player opens *his own* suit against a No Trumper, he is more apt than his partner to be strong in it. It is true the lead may be from length without strength; but the leader with two suits of equal length would pick the stronger and, as the leader in the vast majority of cases has more cards of the suit than his partner, any one particular card is more apt to be held by the leader than by the partner. When we argue that any given card is likely to be in the hand of the leader, we must except leads which deny specific cards; *e. g.*, the lead of Jack would show that the Queen is not held by the leader. When Dummy's holding is King-x instead of King-Jack and closed hand has only small cards of the suit, it is not a guess; the King

must win the first trick if it is to win at all because, even if the Ace be over the King and Dummy play small, the partner of the leader will finesse.[1]

The player who merely guesses or who "follows a hunch" each time he meets a doubtful situation, is bound to be playing a great part of the time with the odds against him; a player who is acquainted with the odds and probabilities does not resort to guesses and is not afflicted with "hunches."

The table which follows shows the correct card to play from Dummy with every doubtful combination. Some of the plays given cannot lose and may gain, others may gain or lose in one specific trial, but in the long run will prove substantial winners. These plays are given on the assumption that both closed hand and Dummy have entries; that all finesses are needed; and that no other suit is so vulnerable that it is unwise to risk losing the lead. The absence of entries, a superfluity of winning cards, or a defenseless suit, might make it inadvisable to follow the table in that specific case.

TABLE SHOWING CARD THAT SHOULD BE PLAYED FROM DUMMY ON A SMALL CARD INITIALLY LED AGAINST A NO TRUMPER

(This table is prepared for leads made from the suit of the leader; not for leads made because the suit has been bid by the partner of the leader.)

Holding of Dummy	Holding of Closed Hand	Dummy Should Play
A-K-Q-x	10, with or without others	x
A-K-J-10	x or x-x	10

[1] The leader cannot have held Q-J-10 and others because in that case he would have led the Queen; so third hand holds one of these three cards and, if he also holds the Ace, he will finesse should Dummy play small from K-x.

Holding of Dummy	Holding of Closed Hand	Dummy Should Play
A-K-J-10	x-x-x	King[1]
A-K-J-x	10, with or without others	x
A-K-J-x	x	Jack
A-K-J	x-x-x or x-x	King[1]
A-K-10	x, with or without others	10
A-K-x	Jack or 10, with or without others	x
A-Q-J	x, with or without others	Jack
A-Q-10	x, with or without others	10
A-Q-x	Jack or 10, with or without others	x
A-Q-x	x or x-x, with great strength in other suits[2]	Queen
A-Q-x	x-x or x-x-x, without great strength in other suits	x
A-J-x	10 or 9, with or without others	x
A-J-x	x, with or without others	Jack
A-x-x	Queen or Jack, with or without others	x
K-Q-10	x, with or without others	Queen
K-Q-x	x, with or without others	Queen
K-Q-x	10, with or without others	Queen
K-Q-x-x	10, with or without others	x
K-J-x	10, with or without others	x
K-J-x	x, with or without others	Jack
K-J	x, with or without others	King
K-10-x	x, with or without others	10
K-10	x, with or without others	King
K-x-x	x, with or without others	x
K-x	x, with or without others	King

[1] In this case a finesse should not be taken on the first round because third hand might hold a singleton Queen, which would be captured by refusing the finesse. It is always wise to postpone a finesse, which can be taken either earlier or later, whenever the postponement does not interfere with the effective development of the play.

[2] Strength sufficient to make a small slam possible.

Holding of Dummy	Holding of Closed Hand	Dummy Should Play
K-x	A-J-x or A-10-x	x
K-x	Q-10-x	x[1]
K-x	J-x-x	x[2]
K-x	J-x	King
Q-J-x	x, with or without others	Jack
Q-10-x	x, with or without others	10
Q-x-x	Jack or 10, with or without others	x
Q-x-x	x, with or without others	Queen[3]
Q-x-x	A-x or A-x-x	x
Q-x	A-x or A-x-x	Queen
Q-x	x, with or without others	Queen
Q-x	J-x-x	x[4]
Q-x	10-x-x	Queen
Q-x	A-10-x	x[5]
Q-x	K-10-x	x
J-10-x	Any holding without Q or 9	10
J-x-x	A-K-x	Jack
J-x	A-K-x	Jack

[1] The play of the small card ensures two tricks in the suit for Declarer; the play of the honor might result in making but one.

[2] The play of the small card ensures one trick in the suit, more cannot be made. The play of the honor enables the adversaries to win every trick whenever the lead has been from a Queen-high suit.

[3] The play of the Queen ensures a trick if the lead be from Ace *and* King. If the lead be from Ace *or* King (but not both), leader cannot have *both* Jack and Ten or he would have led Jack (Jack is the lead from *both* Ace-Jack-Ten and King-Jack-Ten); consequently if third hand have Ace or King, he also must have Jack or Ten. With A-J, A-10, K-J or K-10, third hand would finesse if Dummy played small. In that case the play of the Queen neither gains nor loses. The play of the Queen works badly when third hand has a two-card suit composed of A-J, A-10, K-J or K-10 and leader has no entry except in the suit led; but this unusual combination of holdings occurs so infrequently that it should not influence Declarer against the Queen play; a low lead from Ace-King (which enables the Queen play to gain a trick) is a much more probable happening.

[4] The play of the small card ensures one trick in the suit, more cannot be made. The play of the honor enables the adversaries to win every trick whenever the adverse Ace and King are divided.

[5] The play of the small card ensures two tricks in the suit for Declarer; the play of the honor might result in making but one.

Holding of Dummy	Holding of Closed Hand	Dummy Should Play
J-x	A, with one or more x	Jack
J-x	A-10-x	x[1]
10-x-x	A-K-x	10
10-x	A-K-x	10
10-x-x	K-Q-x	10
10-x	K-Q-x	10
10-x	A-J-x	x[1]

The above table is for plays by Dummy when the contract is No Trump. When a suit contract is being played, there are several considerations which do not apply to No Trump plays and which make it advisable for Declarer to adopt very different methods with Dummy's cards. The following considerations enter into the play of a suit contract and do not apply to No Trump:

(*a*) The lead may be from a short suit, it may possibly be a singleton, and consequently an Ace not played on the first trick may be trumped.

(*b*) When the lead is from a long suit, third hand may be short of it and may ruff the second round or even the first.

(*c*) It may be important that Dummy should win the first trick so as at once to lead a trump toward the closed hand.

(*d*) Unless an Ace or King is led, the leader cannot be expected to have the Ace of the suit.

It would be quite impossible to give a table

[1]The play of the small card ensures two tricks in the suit for Declarer; the play of the honor might result in making but one.

of any value covering Dummy's play with a suit contract. For example, with Ace-Queen-Jack in Dummy and a small card led, Declarer would play Jack if he thought the lead was from King-x-x-x; but would play Ace if he thought the lead was a singleton. The size of the card led may enable Declarer (with the information given by his cards) to determine correctly whether the lead is from a long or short suit, or he may be unable to tell. In many cases he has to guess, being guided by the general make-up of his twenty-six cards and the bidding, as well as by the size of the card led.

The fact that Declarer knows, when playing a trump contract, that when the opening lead is a Queen or any lower card, the leader cannot have the Ace of that suit, may vary Dummy's play materially. For example, with King-Jack in Dummy and no high card of that suit in closed hand, the King should be played at No Trump, the Jack at a trump declaration.

FALSE-CARDING

In selecting a card from a sequence, it is conventional to lead the highest; to play the lowest. The first card of a trick is the "lead," the three following cards are "played"; and any departure from the lead-high and play-low procedure is made with the intention of deceiving an opponent and is called false-carding. An adversary of the Declarer always has a partner who is seeking information; it is generally more advantageous to give accurate infor-

mation to the partner at the expense of giving it also to Declarer than it is to deceive Declarer at the expense of also deceiving partner. It is therefore only when deceiving the partner by misinformation cannot be injurious that an adversary of Declarer should false-card. Declarer, however, is not hampered by any such considerations, he should play in the most deceptive manner possible; Dummy is not seeking information but the adversaries are.

When the closed hand contains King-Queen it is good false-carding to play the King (rather than the Queen when following to a lead of that suit) either second, third or fourth hand; and if obliged to lead that suit from that hand, to lead the Queen, not the King; in other words to reverse the methods of play used by Declarer's adversaries, each of whom is trying to give all possible information to the other. For the same reason, closed hand when leading Ace-King should start with the Ace. Something might necessitate a shift of the suit after one trick and the lead of the King would show the adversaries that the closed hand contained also the Ace; but the lead of the Ace would give no positive information as to the location of the King. From any sequence the play of a false card by Declarer is generally advisable.

Declarer, when playing from the closed hand, should frequently play low cards of immaterial value in irregular order. For example, with 9-7-3, instead of playing in the ordinary way 3-7-9, it is often advisable to attempt to mislead by playing 7-9-3 or 9-7-3. When Declarer can read that a singleton is

being led and the trick will be won by the partner of the leader, a false card from the closed hand may sometimes confuse the winner and keep him from returning the suit which would give his partner the desired ruff. An example of this would happen if a Three were led, Dummy contained Queen-Ten-8-6, third hand Ace-5-4-2 and closed hand King-Jack-9-7. If, on third hand's Ace, Declarer should play the King from the closed hand, third hand might place the Jack-9-7 in his partner's hand and, fearing that a continuation of the suit would permit the closed hand to discard twice, might not give his partner the desired opportunity to ruff.

A LEAD WHICH SHOULD BE POSTPONED

A No Trump Declarer frequently has a suit headed by Ace, King, and Queen[1] (but not Jack) and divided four cards in either the closed hand or Dummy and three cards in the other hand. This is a tempting suit to lead as soon as Declarer wins a trick, but playing even a single round of it should be postponed as long as possible. The reason is that, should either adversary have four or more cards of that suit, three rounds may establish for him a card which it would otherwise be impossible for him to make. Leading the suit at all will warn him not to discard from it. Declarer should therefore avoid leading such a suit unless it be necessary to do so for the purpose of placing a lead; or until it becomes evident that,

[1] It does not matter whether the three honors are divided between Declarer's two hands, or are all in one hand; and when they are divided it does not matter what the division may be.

when next he loses the lead, the adversaries will run an established suit with which they will save game.

♠ 8-7-6
♡ 4-3-2
◇ K-7-6-4
♣ 10-9-3

♠ Q-10-3-2
♡ J-9-5
◇ J-10-8-2
♣ A-K

♠ J-9-5
♡ K-10-8-6
◇ 9-3
♣ 8-6-5-2

♠ A-K-4
♡ A-Q-7
◇ A-Q-5
♣ Q-J-7-4

If Declarer should lead his 7-card Diamond suit as soon as he wins a Spade trick, he would make up a Diamond trick for his adversaries and they would win two Spades, two Clubs *and one Diamond*, saving game; but if Declarer should establish his Clubs *before* leading his Diamonds, the adversaries would win only two Spades and two Clubs. Declarer would go game, making three Diamonds, two Spades, two Clubs and (by finessing) two Hearts. The Clubs should be established first and the Heart finesse should not be tried until after the effort to establish the thirteenth Diamond has failed. With the six adverse Diamonds evenly divided, three in each adverse hand, Declarer could immediately win

four Diamond tricks; but even with that division, he could not go game without making up the Clubs.

HOW TO LEAD THE THREE TOP HONORS

When Declarer is leading a suit which contains the three top honors, two of which are in one of his hands and one in the other, he should win the first trick with one of the honors of the hand which holds two. There are three sound reasons for this: (1) it keeps entry cards in both hands as long as possible; (2) it defers a possible finesse without paying anything for the delay; (3) it may uncover a sure finesse against the adverse Jack. Suppose Declarer should wish to lead a suit composed of—

Ace-Queen-9-6-2 facing King-10-5-3.

If leading from the hand with Ace-Queen, he should lead high; if leading from the King hand he should lead low. If the adversary on the left of the Ace-Queen have Jack-8-6-4, either lead would capture the Jack and win every trick in the suit; but a small lead from the Ace-Queen hand, or King from the other hand, would present a trick to the foe.

HOW TO PLAY A WEAK NO TRUMP

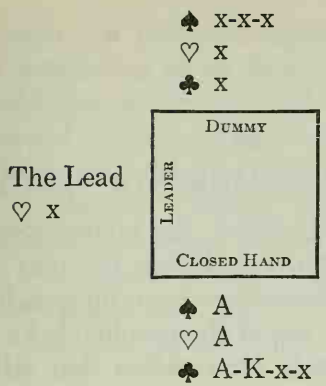
A Declarer who has acquired a light No Trump contract and faces a Dummy which offers little aid should nevertheless play with apparent confidence. His adversaries do not know the flimsy character of his declaration and Dummy's exposed weakness may make them overestimate Declarer's strength.

Even experienced players are prone to accord a No Trump more respect than it deserves. A clever player will frequently capture the odd because the adversaries do not realize his weakness.

HOW TO PLAY A TRUMP CONTRACT

When playing a trump contract, Declarer should at once determine which of two plans of campaign to adopt: that is, whether he should lead trumps until the adversaries have no more; or play the ruffing game and make his trumps separately. Declarer should first look for a chance to trump the losing cards of his strong hand with the short trumps of his weak hand. To do this is most important but the Declarer who forces his long trump hand (except to obtain an entry in a cross ruff) is generally playing the game of the adversary. In most deals, when the short trump hand cannot ruff, a trump lead is advantageous, but sometimes (especially when both of Declarer's hands are void of an adverse suit) it is important to establish a side suit before exhausting trumps. To do so may avoid one or more awkward forces.

An unskillful player will often waste small trumps in Dummy by letting them fall on tricks taken during the process of exhausting the adverse trumps; whereas some or all of those Dummy trumps might have been utilized to ruff losing cards from the closed hand. A simple example follows in which only the essential cards are shown; closed hand has long Spades which are not shown; Spades trump.



Declarer's play is plain. After winning with the Ace of Hearts, he should lead his Ace of Clubs and then a small Club; ruff the small Club and lead a trump from Dummy; then, having won with the Ace of trumps in the closed hand, lead the remaining losing Club, for Dummy to ruff with his last trump.

When Declarer has sufficient trump length in his weak trump hand so that he can exhaust the adverse trumps and still remain with sufficient trumps for all possible ruffs, he should lead trumps before taking the ruff and so avoid any chance of an over-ruff. An obvious case will exemplify this principle. Closed hand holds Ace-King-Queen-x in trumps; Dummy, four small: closed hand, King-Queen-x-x in Clubs; Dummy Ace-x. Part of Declarer's original scheme of play is to have Dummy ruff a losing Club; but to lead Clubs before leading three rounds of trumps would be unwise, as a winning Club might be ruffed by an adversary or Dummy's ruff of the losing Club might be over-ruffed.

III

PLAY BY ADVERSARIES OF DECLARER

Compared with Declarer, his adversaries are at considerable disadvantage during the play. They lack the positive information concerning each other's cards that Declarer has of the two hands he is playing as one. The only information that either can obtain is gathered from the inferences which each may be able to draw from the bids, doubles or passes made by his partner and from the developments of the play.

Very frequently a contract is captured with a single bid by Declarer; in that case all that each adversary knows is that his partner did not have the strength to bid—most inadequate information. Under such conditions each adversary starts the play totally ignorant of his partner's hand and he must remain so to the end, unless some information is given him by the play; so it is most essential that the language of the play should be fluently spoken and thoroughly understood by both adversaries.

There are six important rules which should govern the play of the adversaries:

(1) With touching cards *play* the lower or lowest; but (except with Ace-King) *lead* the higher or highest.

(2) Watch for partner's signals and follow the instruction given thereby.
(3) Lead *through* strength and *up to* weakness.
(4) Force Declarer's strong hand.
(5) Do not shift the lead from one suit to another, unless sure a change is imperative.
(6) When Declarer has trumps in both hands, do not lead a suit which permits him to trump with one hand and, on the same trick, to discard from the other.

PLAY THE LOWEST; LEAD THE HIGHEST

Remembering that the first card of a trick is "*led*"; the other three are "*played*," Declarer's adversaries (with certain exceptions to be mentioned) should always *lead* high and *play* low with touching cards.

The most rudimentary and yet possibly the most important advice which can be given to an adversary of the Declarer is: "*Do not false-card.* When playing second, third or fourth hand (that is, when following suit to a trick) always play the lower or lowest of touching cards, and when leading, except with Ace-King and one or more others, always lead the higher or highest of touching cards." By observing this rule much important information may be conveyed to the partner. Beginners are apt to be careless of the order in which they play touching cards and in consequence their partners are unable to play intelligently. For example: small card led, three small cards of that suit in Dummy, third hand with Queen-Jack, should play Jack; with Queen-

Jack-Ten, should play Ten. The play of the Queen would deny the presence of the Jack, the play of Jack would deny the presence of the Ten in the hand of the player; and these misplays would cause the leader to assume wrongly that the missing honor was held by closed hand.

The value to the adversaries' plans of having one adversary sure that his partner does not hold the card next above the one led, easily may be imagined. There is only one exception to this rule; King, not Ace, is led from Ace-King the same as from King-Queen—and there are two exceptions to this exception: (*a*) Leader holding an A-K doubleton (just two of the suit), playing with a suit contract and desiring to ruff if possible later, will play Ace and then King, and his partner will understand that he has no more of the suit; (*b*) in leading against No Trump, Ace is sometimes led from A-K and others when the leader has great length and strength in the suit. There is little if any danger that the King lead from A-K will do any damage by misleading the partner into thinking that the leader has not Ace (the King is also led from King-Queen); the fact that King wins will usually disclose the situation or, if not, it is sure to be disclosed before any damage can be done.

The only exceptions which should be made to the *play* of the lower of touching cards by an adversary of the Declarer are justified when he feels sure that the play cannot upset the calculations of his partner and may deceive the Declarer. For example:

Fourth hand, with King-Queen over Ace-Jack-Ten in Dummy, may properly play King before Queen, if Declarer finesse Ten. This may induce Declarer to finesse Jack when he next leads the suit. But only when something may be gained and there is no danger of misleading the partner should an adversary depart from either the lead-high or the play-low rule.

THE COME-ON SIGNAL

One of the best and most serviceable means by which an adversary conveys information to his partner is the Come-On Signal or, as it is generally called, "The Signal." A signal is made, when not attempting to win the trick, by the play of an unnecessarily high card. For example: if the King and then the Ace of a suit be led and a player follow suit first with the Six and then with the Five, the Five would complete a signal because it shows that the Six was an unnecessarily high card. The ordinary course of procedure when playing losing cards, is to play the lowest first; departing from the usual order conveys information by a play which cannot affect trick-taking and would be otherwise unimportant.

The meaning of this signal is that the player who makes it desires the continuation of the suit in which it is made. Playing in the ordinary order, lower before higher, means that the continuation of the suit is not requested. The signal was originally used merely to indicate ability and desire to ruff the third round of the suit in which the signal is

made; but it soon became evident that it is foolish to limit it to any such narrow meaning. A player who cannot trump the third round of a suit, frequently desires it to be led three times. He may have the Queen and be able to win the third round, or he may know the third lead will advantageously force Declarer's strong hand, or that it will establish a thirteener, or that a continuation of the suit and thus placing the lead with the Declarer, is wiser than opening a new suit. The signal, as now used, means "Continue the suit; I have some reason which convinces me that I should direct you to do so."

Failure to signal may or may not be a command saying, "Shift the suit." It is not apt to be as important for a player to ask for a shift as it is for a continuance; but a failure to signal at least suggests that a shift may be advisable and if the leader continue the suit, he does it on his own responsibility.

The signal can be given on either the partner's or Declarer's lead, but is mainly used when the partner is leading as it is then apt to be of immediate value. It should be watched for with great care by a leader who is leading two winners. The first trick will frequently show him that his partner is not signaling and will consequently suggest a change of suit. The play of the Deuce, or of any card which the leader can read as being the lowest, tells him that either the card is a singleton or that his partner is not beginning a signal. Even a comparatively high card may sometimes be marked on the first round as the lowest; for example, a Six played by partner,

Dummy has the Five, Trey and Deuce, and leader the Four. It would at once be evident that partner is not signaling as the Six must be his lowest.

Just as the first card may show that a player is not starting a signal, so it may convey the opposite intimation. A player anxious to have the suit continued, if he have more than two cards available for starting a signal, should play the highest he can spare so as to emphasize the signal. For example: Ace led; a third hand, with King-9-4-3, who desired that the suit be continued, should play the Nine. The Four would also be the start of a signal, but from the leader's viewpoint the probability that a signal was being started would not be as great as it would be if the Nine appeared on the first trick. A signaling player should, if possible, make his signal unmistakable.

With Jack-x or Ten-x (King being led by partner) some players decline to signal even when anxious for a chance to ruff, because of a common saying, "Do not signal with an honor." With King-x or Queen-x, the high cards being of such obvious value, a signal would be apt to cost a trick and in some way the doctrine that a signal should not be made with King or Queen and one other (which is sound) has been extended to the holding of Jack-x and Ten-x (which is unsound). For example: with Jack-2, partner leading King, the play of the Two would suggest to the partner that he shift the suit, which is exactly the thing the third hand does *not* wish him to do.

THE DISCARD

As the signal is used in discarding as well as in following suit, the discard should be considered in connection with the signal. Various complicated methods of discarding have been suggested, but none of them has proved as practical or serviceable as the simple discard from weakness, which is in general use. The weakness discard meets every possible requirement when the signal in the discard is also used. A signal by discard is made by discarding first a higher card and then a lower card of the same suit; it shows that the lead of that suit is requested. To state it in another way: two ordinary discards (first a Trey, next a Five of a suit) show weakness; but the reverse (first Five, then Trey) would be a signal, showing strength.

A signal in a discard necessarily shortens the strong suit; this can be avoided when it is possible to discard a small card from each of two other suits, which by negative inference indicates a preference for the remaining suit. A discard of the lowest card of a suit shows weakness in that suit, negatives all possibility of a signal, and by itself transmits important information. For example: Diamonds are led twice and the partner of the leader holds—

♠ A-K-9-3-2
♡ 8-5-4-2
◇ None
♣ 9-7-5-3

A Spade lead could be suggested by discarding the Heart 2 and Club 3; or by discarding first the

Spade 9 or 3, and then Spade 2. A signal in the Spade discards would show a positive desire for a Spade lead; the discard of the lowest Heart would show a weakness in Hearts, of the lowest Club, weakness in Clubs; and the two combined would announce a preference for a Spade lead, as compared with a lead of Hearts or of Clubs. But the discard of a Heart and a Club is not a *demand* for a Spade lead and the discard from two suits cannot be completed without *two* discards. The signal by a high discard can be made by the play of *one* card (*e.g.*, in the above case the Nine of Spades) whenever the discarder can spare for his first discard a Seven or higher card.

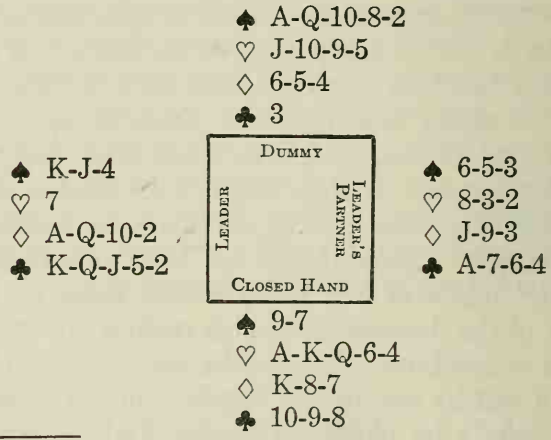
The discard of a Trey, followed by a Deuce of the same suit, is just as much a signal as a Nine, followed by a Deuce (it may be the most emphatic signal the discarder is able to make); but to the partner of the discarder, the Trey does not look as if it were the start of a signal and, until the signal is completed by the play of the Deuce, he must infer that the discarder is weak in that suit. The discard of a Nine, however, bears every ear mark of a signal; and it is safe to guess that it is. This "guessing at a signal," which at first was a chance taken by the partner of the discarder of a high card, is now a recognized convention. A discarder who wants to indicate a suit by *one* discard, "calls" (in the vernacular, "yells") by playing a Seven, Eight, Nine or Ten. As a discard of a Seven or higher card is considered a signal, a discarder with Ten-9-7, 8-7

or any such holding, who does not want that suit led, should discard some other suit.[1]

When the Declarer is in absolute control, is leading, and the only hope of the adversaries is to take one or two more tricks, informatory discarding is often unwise. A bluff discard (*i. e.*, showing strength where it does not exist) may be effective; but in any event weakness should not be so positively indicated that Declarer will know which way to finesse.

LEAD THROUGH STRENGTH AND UP TO WEAKNESS

The exposed Dummy sometimes enables an adversary to make a clever play by taking his partner's trick so as to lead through strength and up to weakness; when, if partner were left in the lead, he would have to lead through weakness, up to strength.



[1] Unless he is sure to get a second discard before his partner has the chance to answer. A discard of a Seven or higher, when followed by a still higher (*e. g.*, 7 then 9) is *not* a signal. The second (higher) discard negatives the signal meaning of the first.

Playing against a Heart contract (the leader having informatorily doubled one Heart and the Dummy having jumped the Heart bid) with the King of Clubs led and with only one Club in Dummy, leader's partner should win the first trick by overtaking with the Ace of Clubs so as to lead Diamonds through closed hand, toward the partner (who has shown strength) and up to weakness, before the closed hand can discard any Diamonds on Dummy's Spades. This play would save the game; unless it be made, Declarer should make five odd.

FORCE DECLARER'S STRONG HAND

It is generally good play, if the opportunity arise, to force whichever hand of the Declarer is long in trumps. The rule that Declarer should not force his own strong hand, makes it obvious that it is advantageous for his adversaries to do so. This forcing should generally be continued as long as the weak trump hand (generally Dummy) has a card of the suit with which the force is being administered; but, unless the weak hand should be trumpless, the forcing should cease as soon as the weak hand has no more of the forcing suit. To lead a card which Declarer can trump with his weak trump hand, and upon which he can discard a loser from the other, is generally equivalent to presenting him with a trick.

BLOCKING THE DUMMY

When at No Trump Dummy holds a long suit without re-entry, an adversary, if possible, should

block it and keep the long-cards from making, by holding the winning card until Declarer has played what is necessarily his last card of the suit.

AVOID OPENING NEW SUITS

After a suit has been opened, it should be continued by the player who wins the first trick unless a shift is clearly advisable. When the high-card strength of a suit is divided between the two sides, opening it will probably cost a trick; to lead from any suit which is not headed by Ace-King or a three-card sequence, is generally disadvantageous. And, as the most advantageous suit was presumably opened in the first place, a shift is likely to bring in a suit which is subject to one or both of the above disadvantages. The lead of the partner has been made with some object, so it should be returned except when the holding of Dummy or some other development renders such action plainly inadvisable.

Shifting suits and swapping horses while crossing a stream are enterprises to which the same general advice is applicable:—Don't. The advice to continue partner's suit rather than risk a new one applies with equal force whether a No Trumper or suit contract is being played; but it does not refer to the situation in which the partner evidently desires that the suit he has declared be led through strength up to him. Neither does it refer to the situation in a No Trumper in which the leader has shown exactly four in the suit (three remaining after the first lead) and Dummy and partner of leader originally held

a total of four between them. In that case closed hand must have had five originally (four remaining) and the suit, instead of being the leader's, is really one that Declarer is probably anxious to establish.

HOW TO RETURN PARTNER'S LEAD

Playing against a No Trump, when the original lead is returned, the winning card (if held) should be led. If without the winning card, the highest should be returned from either three or two remaining. With four remaining (five originally), the lowest should be led because the holding of the partner returning the suit may be longer than that of the original leader.

Against a suit contract, the best card of partner's suit (if held) should be led; if without it, the highest unless the card led by partner indicates that he opened a short suit. None of these rules applies when Dummy's holding in the suit makes it advisable to hold a high card over the exposed hand; the play must then be made to fit the situation, and not according to any hard-and-fast rule.

THE FINESSE OVER DUMMY

It is generally easy for the player at the left of (sitting over) the exposed Dummy to determine when to finesse. As the object of a finesse is to catch a high card on the right, *it is useless to finesse against nothing.* For example: a Jack is led against a No Trumper; Dummy (being second hand) has Queen; third hand has King and others. It is obvious that the King should not be played by third hand unless

Dummy cover the Jack with the Queen; but with the same lead and the same third hand holding, if Dummy have only worthless cards, third hand should play the King because Declarer must have the Queen (the lead of Jack denies Queen) and will win with it if the Jack be passed. The lead of the Jack must have been from Ace-Jack-Ten or from a long suit headed by Jack-Ten. If the former, the play of the King ensures every trick; if the latter, it helps clear the suit. This finesse loses a trick whenever the lead is from Ace-Jack-Ten; it is one of the worst plays imaginable.

But against a trump contract the Jack lead could not have been from A-J-10 because, against trump contracts, Ace-high suits are opened with Ace; so the closed hand must have the Ace in addition to the Queen, making it impossible to catch the Queen. It being a trump contract, the lead may have been from a short suit and it may be important to conserve the strength; so in that case the King should not be played.

When a Jack lead has been made in answer to third hand's bid, the lead is not from strength, the Ace and Queen are *both* in the closed hand and it is advantageous for third hand to pass the Jack up to the closed hand. For example: Third hand, with six Hearts headed by King-Ten and two re-entries, has bid Hearts. Declarer is playing No Trump, and the opening is the Jack of Hearts.[1] Third hand should

[1] Leader would have led Queen if he had held Queen-Jack and would have led small if he had held J-x-x or J-x-x-x.

play small. The play of the King cannot be of any benefit and, should Declarer have the Nine, would be most expensive. This is not a finesse. The position of the winning cards is marked; the closed hand must take two tricks in the suit; this play may keep him from making three.

Playing against No Trump, third hand should finesse if Dummy play small when Dummy's holding and his own are respectively as shown below:

Dummy	Third Hand
King-x	A-Q
King-x-x	A-J
King-x-x-x	A-10

Dummy	Third Hand
King-Jack-x King-Jack-x-x	A-10 A-9 Q-10 Q-9

Dummy	Third Hand
King-10-x King-10-x-x	A-9[1]

Dummy	Third Hand
Queen-x-x Queen-x-x-x	A-J A-10 K-J K-10

Dummy	Third Hand
Jack-x-x Jack-x-x-x	A-10 K-10 Q-10

Unless third hand has a fourchette over Dummy (*e. g.*, King-Jack, with Queen in Dummy; Queen-Ten, with Jack in Dummy) he should not finesse against Queen-x or Jack-x in Dummy when it is probable that Declarer has only two cards of the suit.

COVERING AN HONOR WITH AN HONOR

A precept which is generally more honored in the breach than in the observance, is: "Always cover

[1] Also Nine from Ace-Queen-9 or Ace-Jack-9

an honor with an honor." The application is that second hand, an honor being led, should always play a higher honor if he have one. It is dangerous to use either "always" or "never" when stating any Bridge doctrine; to say that a Bridge player should *invariably* cover an honor with an honor is misleading, to say that he should *generally* do so would be an exaggeration, although to say that the play should *frequently* be made is quite accurate.

The question of when to cover an honor and when to pass one, presents a number of real difficulties; the subject deserves careful study. A few illustrations may help to simplify a really difficult situation. If Declarer lead a Queen from closed hand with Ace-Jack in Dummy; it would be obvious to a second hand, holding King-Ten-x, that should he fail to play the King on the Queen Declarer would finesse, the Queen would win the trick, and the Ace-Jack would be left in Dummy to catch second hand's King-Ten. This would end the trick-taking possibilities of second hand in that suit. Covering with the King would make the Ten a winner unless the closed hand, holding 9-8, should lead through the Ten; but even then Declarer, not being sure that the finesse would win, might decline it. So that is a case in which second hand *should* cover an honor with an honor. The situation would be practically the same if second hand's holding were King-x-x, because in that case his partner might have the Ten, which would be made good by the cover and would otherwise be worthless.

There are other situations in which second hand should cover because covering would surely or probably make good a card in the hand of the coverer or that of his partner.

There are many situations, however, in which covering an honor with an honor helps the Declarer; in many cases he has led the honor hoping a guileless adversary will be tempted to cover.

Playing a No Trump with closed hand leading Queen, Dummy holding Ace-x and second hand King-x-x; or Dummy Ace-x-x, second hand King-x-x-x; the King would surely make a trick if held up and, while covering with it may make a card good in the partner's hand, it is most unlikely to do so. The cover would almost certainly present a trick and an established suit to Declarer.

A situation quite analogous to the one just considered arises when Dummy has a long suit headed by Queen (*e. g.*, Queen-Jack-x-x-x, Queen-Ten-x-x) and leads the Queen through a second hand holding of King-x-x-x or King-x-x-x-x. With such length in the two hands there is little chance that fourth hand has sufficient length in the suit to make it possible that any card in his hand can be made good; and closed hand almost certainly has the Ace without enough small cards to enable him to hold up and catch the King if second hand do not cover. In such case, covering would be the height of folly, as it is apt to cost a trick and aid in the establishment of Dummy's suit.

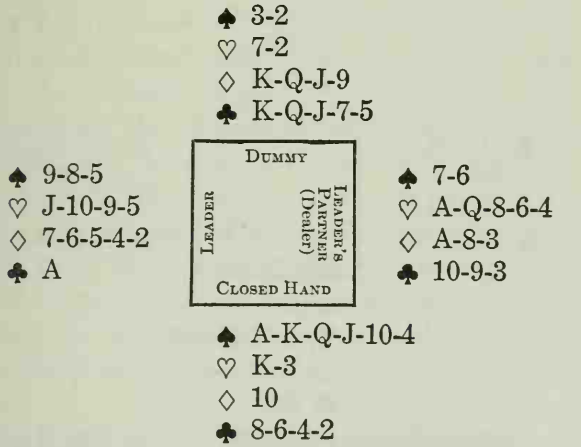
Another situation in which it generally is unwise

to "always cover" arises when second hand has Queen-x or Queen-x-x, the Jack is led, and Dummy has Ace *or* King. When a Declarer has Ace in one hand, King in the other, and both Jack and Ten (either divided or in the same hand); he can finesse either way to catch the adverse Queen. He is usually in doubt which way to take the finesse, but if he be clever he will lead an honor which he hopes second hand will cover, and thus try to inveigle second hand into a play which would make the guess unnecessary and give Declarer every trick in the suit. When second hand does not cover, Declarer is very apt to place the Queen in the fourth hand and consequently to decline the finesse on the first round and to try it, the other way, on the second. This of course enables the Queen, when it has been held up by second hand, to take a trick.

It is impossible, however, to lay down any invariable rule which should be applied in every case of covering; no other subject is more difficult to explain. With exactly the same cards in second hand and Dummy, and with the same honor led, it may be advisable to cover in one case and not to do so in the next. For example: with King-Ten-x in Dummy and Jack led, second hand with Queen-x-x is placed in an awkward position; the cover would be foolish if closed hand held Ace-9-x-x but wise if partner held Ace-9-x. All that can be said is that second hand should use his best judgment, attempt to diagnose Declarer's plans and try to out-general him in the battle of wits.

RUFFING

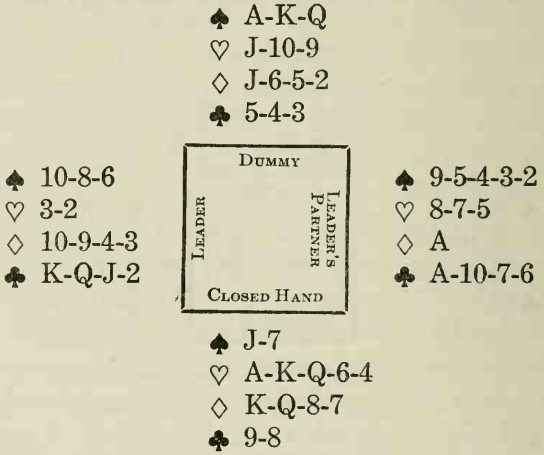
Whenever an adversary of the Declarer is short in trumps (three or less) he is apt to gain a trick if, before Declarer is able to obtain the lead and exhaust the adverse trumps, he ruffs some winning card of closed hand or Dummy. It is with the hope of doing this that opening leads are made (sometimes wisely, sometimes unwisely) with such holdings as Ace-x, King-x[1] or Queen-x;[1] and with weak doubletons or singletons. These leads, when successful, are apt to pick up one or more tricks; when unsuccessful they are generally quite disastrous. In other words, they are a gamble. There are other situations, however, in which a ruff may be asked for in a manner not so obvious and much less dangerous.



[1] Generally an unsuccessful opening. It is mentioned not because it is recommended but because as some players use it the author feels he should note it and differentiate it from other short openings, less dangerous and consequently more apt to show a net gain.

Dealer, leader's partner in diagram on page 349, has bid one Heart which closed hand in diagram has overcalled and has obtained a Spade contract.

Leader should lead his singleton Ace of Clubs, and then a Heart to his partner's bid. When leader's partner wins the second trick with the Ace of Hearts, he (trick 3) should lead a Club, as the lead of the Club Ace and then the shift to Hearts marks leader without another Club. At trick 4, leader knows that his partner, who played the Ace of Hearts on trick 2, *has not* the King of Hearts but *has* the Ace of Diamonds.[1] The Diamond lead (trick 4) and another ruff of Clubs (trick 5) would hold Declarer to two-odd.



[1] The following inferences enable the leader to mark the Ace of Diamonds in his partner's hand. The partner (dealer) has bid one Heart without the King or Queen-Jack of Hearts, consequently he must have a quick trick on the side. The quick trick cannot be in Spades or Clubs nor can it be King-Queen of Diamonds, so it must be the Ace of Diamonds.

Contract, Hearts; opening lead, King of Clubs. Leader's partner can save game by taking leader's Club King with Club Ace, show singleton Ace of Diamonds by leading it, and then return a Club. This play saves game unless closed hand has only one Club.

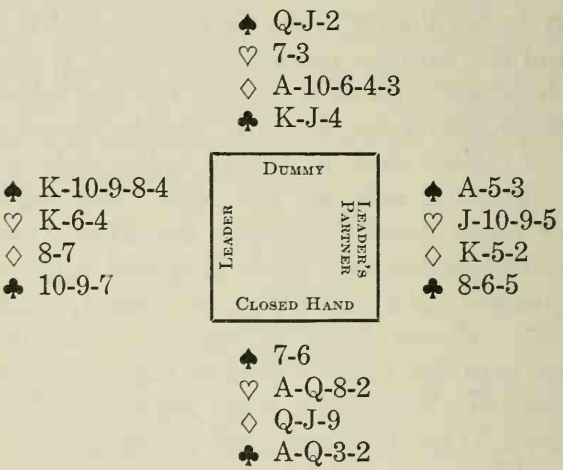
ORIGINAL NO TRUMP LEADER SHOULD NOT WIN SECOND TRICK WHEN HE CANNOT WIN THIRD

Playing No Trump; when the original lead is from a suit of five cards or more, the first trick is won by third hand with Ace or King, and the suit returned; the leader should not, as a rule, win the second trick with the highest card of the suit unless able to win the third trick and run the suit. For example: Leader opens Ace-8-6-5-2 with the Five, Dummy holds 7-3, partner wins with King and returns the Nine; closed hand plays Ten on trick 1, Jack on trick 2. Closed hand is marked with Queen,[1] partner with the Four.[2] Should leader, without a re-entry, win trick 2 he could easily establish the suit, trick 3, but he could never get in again to win tricks with the two established cards. On the other hand, if he duck trick 2, the suit would be established when his partner, who doubtless has an entry (if not the situation is hopeless), gets in to lead it. This would mean four tricks in the suit and a game saved.

The advantage of this duck, when leader is without a re-entry, is generally recognized; but many

[1] Partner would have led Queen (trick 2) had he held it.
[2] Closed hand would have played the Four (trick 1) had he held it.

believe that when leader has a re-entry he should win the second trick, clear his suit on the third and use the re-entry to get in and win the established cards. This is a safe procedure when the re-entry *is sure and quick;* but when it is doubtful or slow, the duck is much wiser as Declarer may be able to win his game before the re-entry can be utilized. An illustration of this follows, contract, No Trump.



Leader opens Spades and on the second trick has the option of ducking or of winning and establishing the suit with the expectation of using the King of Hearts as an entry. If he duck, his partner would win later with King of Diamonds, lead a Spade and game would be saved. If leader win trick 2 and clear the Spades, partner would win with King of Diamonds but would not have a Spade to lead and Declarer would not then finesse a Heart.

PART THREE

POST-GRADUATE PLAYS

This part is devoted to plays that are usually beyond the reach of any but the past masters of Auction Bridge. They are, in the main, plays which occur frequently and an earnest effort has been made to illustrate them so as to bring them within the reach of a wider circle.

The sign: "Only Bridge Adults Admitted," prepared for this part, has been removed, but the author still feels that any one who really masters the post-graduate plays is entitled to the degree of "E.P.D." (Emptoris Pontis Doctor—Doctor of Auction Bridge).

I

ELIMINATION PLAYS

Elimination plays appear in so many different guises and disguises that they are probably the most difficult of any that the Bridge player is called upon to master. In the first place he has trouble in understanding the fundamental reasons which support them, and when he finally grasps the reason why, he finds himself able to comprehend but not to execute. Progressing until he can at last eliminate successfully in an illustrative hand when his attention has been called to the fact that it affords an opportunity to do so, he still fails to recognize similar situations when he meets them in real life, because they seem quite different when they turn up in different suits, with different combinations of cards and with different surroundings.

Nothing else in the game of Bridge is as hard to teach or to explain, so teachers and text book writers are apt to ignore elimination in their lessons and productions. To do so is unquestionably the easiest way, but hardly fair to the student or reader because the opportunities to make these plays appear so frequently and are so important when they occur at critical points, that no player is equipped for a seat at an up-to-date table unless he can recognize and

handle them. Knowing how and when to eliminate gains in fully fifty per cent of the situations in which the plays may be made. In almost every session of Bridge, the ability to eliminate will produce a game or slam otherwise unobtainable; so it is a subject of paramount importance, and the neglect by teacher or text book to explain it can only be attributed to ignorance or indolence.

Those who are willing to admit their inability to eliminate are apt to plead that it is not necessary for them to do so because they "never see the opportunity in real life." Quite true, *they* never do; but nevertheless it continually flaunts itself before their unseeing eyes.

Let us undertake to unmask Mr. Proteus and, having been introduced to him *in puris naturalibus,* let us promise ourselves to look out for and recognize him when next we meet him, regardless of whether he is then wearing the clothes in which he is garbed in this chapter, or appears in some brand new raiment.

To set our little stage for the debut of this artful dodger, we will examine the following diagrams:

Diagram No. 1

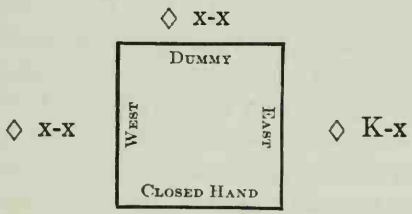
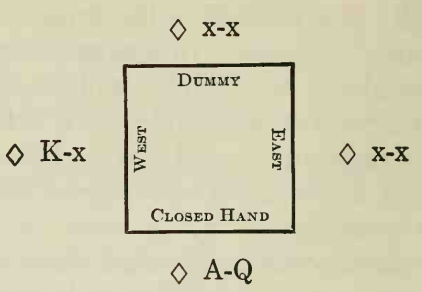


Diagram No. 2



When Declarer holds Ace and Queen of a suit in one of his two hands, but not King in either, he ordinarily tries a finesse in an effort to win two tricks, and thereby makes his extra trick half the time—viz.: when the adverse King is in the right location. In Diagram No. 1 the King is in the right location for Declarer and he can win two tricks by leading from Dummy and finessing the Queen in the closed hand; but if West hold the King, as in Diagram No. 2, the finesse will fail and Declarer will win only one trick—with the Ace. Should the lead be from closed hand in *either* diagram, only one trick will be won. But, could some way be devised to make *West* lead, Declarer would win two tricks every time; *i. e.*, in both diagrams. Tabulating these conclusions, we find that in the effort to win two tricks, the percentage of "hits" will be as follows:

When closed hand leads.....	Zero%
When Dummy leads.....	50%
When West leads.....	100%

Diagram No. 3

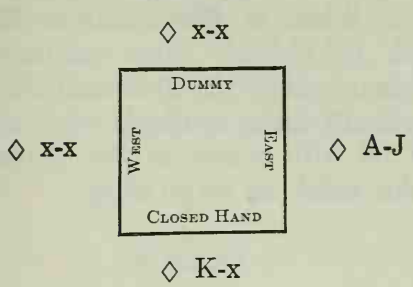
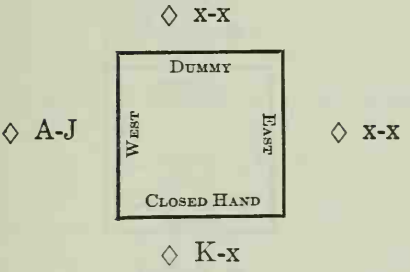


Diagram No. 4



In Diagrams 3 and 4, Declarer is trying to win one trick with the King instead of losing it to the adverse Ace. It is unnecessary to repeat the reasoning in detail; the tabulation above tells the same story here.

The foregoing shows what a Declarer wants to accomplish whenever possible, viz.: to avoid the 50 per cent risk of leading from the other hand *toward* the strong hand, by substituting the 100 per cent certainty of having his suit led *up to* his strong hand. Elimination is the play which in many hands

secures this "lead up," so we next come to the questions: What is Elimination? How does it accomplish its object? How can an elimination situation be recognized? How can it be ascertained whether elimination is available when needed? We will start off with a deal in the regular way and let the plot unfold as we go along.

Picture A

♠ 8-5-3
♡ 5-4-3-2
◇ 8-7-3
♣ K-8-6

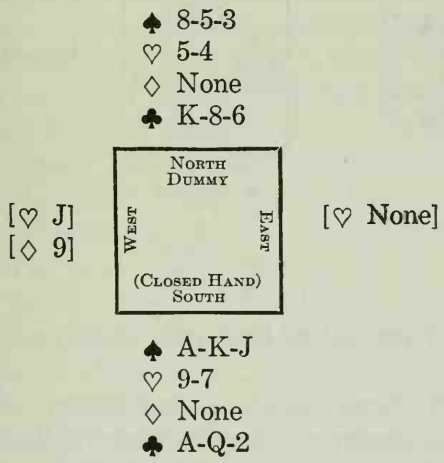
♠ A-K-J
♡ A-K-9-7-6
◇ J-2
♣ A-Q-2

South is playing a Heart contract. The King of Diamonds is led by West, it wins, West continues with Queen of Diamonds and Ace of Diamonds which takes out Dummy's three Diamonds, East following suit each time, and South trumping the third trick. South then leads Ace of Hearts and King of Hearts hoping to exhaust adverse trumps,

but East plays Queen of Hearts on trick 4 and Ten of Diamonds on trick 5. To Declarer the situation now looks like this.

[The suits in brackets can surely be inferred by Declarer if he has simply watched the drop of the cards.]

Picture B



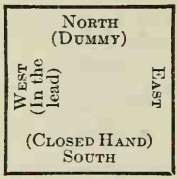
Having lost two Diamond tricks and being sure to lose one Heart, Declarer must win three Spades in addition to his three sure tricks in Clubs, if he is to go game. He can see that, if the Queen of Spades be with East, leading a Spade from Dummy (after putting Dummy in with King of Clubs) and finessing, will give him the needed three Spade tricks; but the chances of success in that direction are only

50-50. Now—if Declarer is on the *qui vive* for elimination possibilities, he will vizualize—

Picture C

♠ 8-5-3
♡ 4
◇ None
♣ None

[♠ ?]
[♡ None]
[◇ 9]
[♣ ?]



Immaterial

♠ A-K-J
♡ 9
◇ None
♣ None

Here West, in the lead, only could do one of three things:

(1) Lead a Spade up to Declarer, which would give Declarer the remaining tricks and game;

(2) Lead a Diamond which Declarer would trump in Dummy, and on which he would discard his own Jack of Spades and have only winners left;

(3) Lead a Club, if he have the thirteener, which would meet with the same fate as the Diamond.

But how can Declarer bring about a change from Picture B to Picture C?

We must go back to Picture A and observe how the curtain rises on the elimination stage setting. The first three tricks give no hint that anything unusual is going to happen; neither does the fourth. Declarer lost two Diamond tricks and trumped the third. Then he saw that, if the four adverse trumps were divided 2-2, he could exhaust them by leading his Ace of Hearts and King of Hearts and the winning of ten tricks and game would have been perfectly simple; viz.: five Hearts, *two* Spades and three Clubs. But at trick 5 he fails to drop the Hearts, sees that only four Heart tricks are possible, and realizes that he must make up the loss by gaining a trick elsewhere. Dummy having three Spades, it is impossible to trump closed hand's Jack of Spades; and Dummy holds no card on which it can be discarded. The next thing which naturally suggests itself is a Spade finesse which will gain the needed trick IF East hold the Spade Queen. But we want to get rid of the "IF." Picture B is, in reality, a picture of a characteristic elimination situation. Such a situation *invariably* has the following features: look in the picture for them:

1. One extra trick needed for a definite purpose (in this case, game),

2. Ability to make it sure that the extra trick will be won if a lead can be selected (in this case, a Spade lead from West or a West lead which can be ruffed in Dummy and on which closed hand can discard the losing Spade Jack),

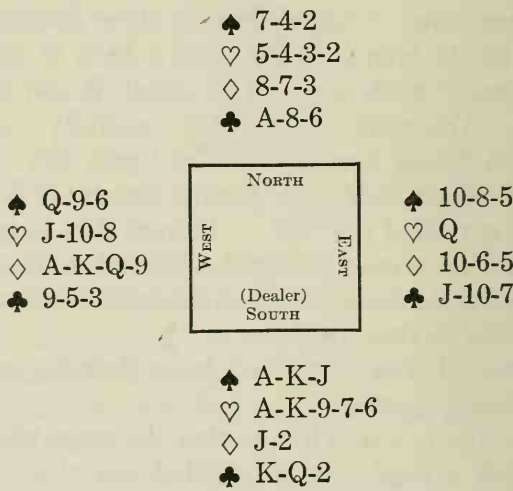
3. Ability to force the desired lead after arranging

to take advantage of it (in this case, eliminating Clubs from Dummy and closed hand by three leads of Clubs and then throwing West in the lead with a Heart). Declarer changes Picture B to Picture C by the three Club leads and the Heart lead.

We will now look at all the hands, and the play through the 10th trick; when that stage is reached, East and West are helpless and game for North and South is inevitable.

Elimination Hand No. 1

The Hands



The Bidding

South	West	North	East
1 Heart	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Dia. K*	Dia. 3	Dia. 6	Dia. 2
2.	Dia. Q*	Dia. 7	Dia. 5	Dia. J
3.	Dia. A	Dia. 8	Dia. 4	Ht. 6*
4.	Ht. 8	Ht. 2	Ht. Q	Ht. A*
5.	Ht. 10	Ht. 3	Dia. 10	Ht. K*
6.	Cl. 3	Cl. 6	Cl. 4	Cl. K*
7.	Cl. 5	Cl. 8	Cl. 7	Cl. Q*
8.	Cl. 9	Cl. A*	Cl. 10	Cl. 2
9.	Ht. J*	Ht. 5	Cl. J	Ht. 7
10.	?			

Declarer will take the last four tricks and go game regardless of whether West lead a Spade or a Diamond. The Spade would be *up to* an Ace-King-Jack, the Diamond would permit Declarer to trump with one hand and to discard a Spade from the other.

Comment

When Declarer wins trick 3, he naturally tries to drop the four adverse trumps by leading the Ace-King. Failing to do so he realizes that West is left with the high trump which must win a trick and, as the adversaries have already taken two tricks, the loss of a fourth trick would prevent the making of game. There is no danger of losing any one of closed hand's remaining cards, except the Jack of Spades. Should Declarer lead Spades from the closed hand which contains the A-K-J, he would lose a Spade trick (unless the Queen should fall on the first or second round—a most improbable contingency) as, with the lead *from* A-K-J, it would not matter which adversary held the Queen. If,

however, at trick 6, Dummy be put in the lead with the Ace of Clubs, and the Spade finesse be tried, Declarer would have a fifty per cent chance of taking all the Spade tricks. This is the method of managing the hand which would be adopted by a player not familiar with the elimination principle, but the player who understands elimination would willingly exchange a fifty per cent chance for a certainty, and would obtain that certainty by leading three rounds of Clubs; that is, eliminating the Clubs from his two hands so that if the thirteenth Club be subsequently led, he could ruff in Dummy and discard from the closed hand. The Diamond suit was eliminated on trick 3, so Declarer, after three Club tricks, can lead the trump and place West in the lead, forcing West either to lead a Diamond which, for the reasons above explained, would give Declarer a trick, or lead the Spade *up to* the tenace in the South hand. If the Declarer, before eliminating the Clubs (that is, on either trick 6, 7 or 8), attempt to accomplish the same result by placing West in the lead, West could then lead a Club and the Declarer's effort would be futile. He would have rung up the curtain before he had set his stage; by completing the elimination before putting West in the lead, the game is assured. Should West trump a Club (trick 6, 7 or 8), the game would still be sure because he then would have to lead a Diamond or Spade.

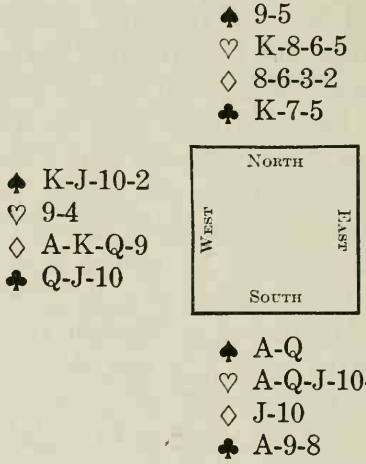
The situations in which it is possible to eliminate successfully are most apt to occur during a trump con-

tract when both of Declarer's two hands have trumps remaining. In that case eliminating a suit from both Dummy and closed hand practically bars the adversaries from leading it because, if they do, such lead will be virtually presenting a trick to Declarer, as it gives him an opportunity he can never produce for himself, viz.; the chance to ruff with his weak hand a trick on which he simultaneously discards a losing card from the strong hand. To illustrate: suppose a Declarer has in his closed hand a losing card of a suit, and has one or more losing cards of that suit in Dummy; and that Dummy has no card on which closed hand's losing card can be discarded (of course it cannot be ruffed); the trick on which it is played must go to the adversaries unless they are kind enough to lead some other suit which Declarer can trump in Dummy, and on which he can discard his loser—or unless Declarer is unkind enough to *make* them do it. The opportunity to ruff from the weak hand and simultaneously discard from the strong, means an extra trick; it is just as disastrous for an adversary to give the ruff-and-discard opportunity to Declarer as it is to lead up to his strength. Consequently when Declarer has long trumps in both hands and a tenace or some combination of cards he wishes led up to, he should look for an elimination possibility.

There are four suits: one is the trump; one is the suit the adversaries have opened; a third is the suit which it may be necessary to eliminate, and the fourth is the suit in which the lead up is desired.

Frequently, in addition to getting rid of the cards of the elimination suit in both hands, it is necessary to eliminate from one of Declarer's hands the remaining card or cards of the adverse suit. In that case a two-suit, or a double, elimination must take place; obviously a more difficult proceeding and one which requires more skill than it does to eliminate a single suit.

Elimination Hand No. 2



The Bidding

South	West	North	East
1 Heart	Double	2 Hearts	Pass
Pass	Pass		

COMMENT

The complete play is very similar to that in Elimination Hand No. 1. In No. 2, the first three Dia-

mond tricks are captured as in No. 1. But after losing two Diamonds and trumping the third Diamond (trick 3), the Declarer (tricks 4 and 5) is able to exhaust the adverse trumps. The Declarer then notes that, in addition to the two Diamonds tricks he has lost, he *must* lose one Club trick and he *may* also lose one Spade trick; that apparently depending upon the location of the adverse King of Spades. A Declarer, unfamiliar with elimination possibilities, would have little hope, as the double by West practically marks the King of Spades in his hand; so the chance of a successful Spade finesse is practically nil. Elimination is the Declarer's one chance. After exhausting the last adverse trump he should put Dummy in with the King of Clubs (trick 6) and (trick 7) lead Dummy's last Diamond, ruffing in the closed hand; that would eliminate Diamonds. Declarer should then lead two more rounds of Clubs, the Ace to trick 8, appreciating that the last Club (trick 9) must be lost. If, as is probable in view of the double, it be lost to West, the Spade would then have to be led up to South. If trick 9 be lost to East (which is improbable), the worst that could happen would be that East would lead a Spade, which would put the Declarer in the position in which he would have been had he led the Spade from Dummy toward closed hand for the Spade finesse.

In the above hand two additional points should be noted:

1. West's informatory double of South's original bid made it evident that a Spade finesse would fail,

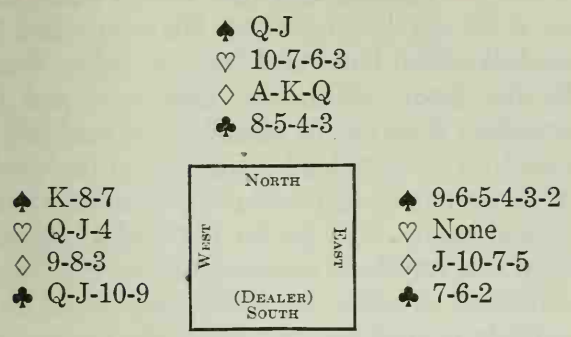
as, without the King of Spades, West would not have been apt to double. It therefore acted as a sign-post pointing to elimination as the only road to success. The double, however, merely makes the correct play more apparent; without it, the hand should be played in the same way because forcing an adversary to lead after Clubs are eliminated cannot lose and may gain. If East win the third Club trick, he must lead Spades and the chance of the finesse succeeding is exactly the same as if the Spade lead had been made by North; but if West win the last Club, he must lead Spades and that assures two Spade tricks regardless of which adverse hand the King of Spades may be in.

2. To insure the success of the elimination, the lead of the fourth Diamond from Dummy was absolutely essential. Had that Diamond not been eliminated from Dummy's hand *before* West was put in the lead with the Club, West (on trick 9) would have led a Diamond, to which Dummy would have been obliged to follow and which South would have had to trump, and that would have saved the game. This hand, therefore, illustrates the double elimination (elimination of two suits); in this case Diamonds and Clubs.

In elimination it is fatal to place the lead before all necessary eliminations have been made; sometimes one suit, sometimes two, must be completely removed from both hands. It is easy and natural for the inexperienced player to overlook a part of the job, but to be effective it must be thorough.

Elimination Hand No. 3

The Hands



The Bidding

SOUTH	WEST	NORTH	EAST
1 Heart	Pass	2 or 3 Hearts	Pass
Pass	Pass		

The Play

TRICK	WEST	NORTH (Dummy)	EAST	SOUTH (Closed Hand)
1.	Cl. Q	Cl. 3	Cl. 2	Cl. A*
2.	Ht. 4	Ht. 3	Sp. 2	Ht. A*
3.	Ht. J	Ht. 6	Sp. 3	Ht. K*
4.	Cl. 9	Cl. 4	Cl. 6	Cl. K*
5.	Dia. 3	Dia. Q*	Dia. 5	Dia. 2
6.	Cl. 10	Cl. 5	Cl. 7	Ht. 2*
7.	Dia. 8	Dia. K*	Dia. 7	Dia. 4
8.	Cl. J	Cl. 8	Sp. 4	Ht. 5*
9.	Dia. 9	Dia. A*	Dia. 10	Dia. 6
10.	Ht. Q*	Ht. 7	Dia. J	Ht. 8
11.	?			

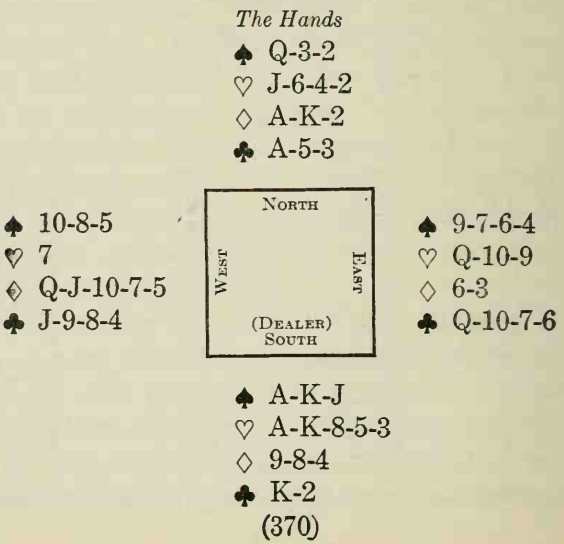
Declarer will take the last three tricks and make a small slam.

Comment

Trick 4. Declarer sees that he will make a small slam if he can eliminate *both* Diamonds and Clubs from *both* closed hand and Dummy *before* West can take the lead. With the Diamonds and Clubs eliminated, West can be placed in the lead and West would then have to lead Spades *up to* the combination major tenace (Queen-Jack in Dummy, Ace-Ten in closed hand). To try for the double elimination cannot cost anything because, if West ruff before it has become effective, the best trump would be used and Declarer could still try his Spade finesse, which would then be his only chance of making a small slam. The principles in this hand and its predecessors are identical, both are two-suit eliminations.

Elimination Hand No. 4

The Hands



The Bidding

South	West	North	East
1 Heart	Pass	3 Hearts	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Dia. Q	Dia. K*	Dia. 3	Dia. 4
2.	Ht. 7	Ht. 2	Ht. 9	Ht. A*
3.	Dia. 5	Ht. 4	Ht. 10	Ht. K*
4.	Sp. 5	Sp. 2	Sp. 4	Sp. A*
5.	Sp. 8	Sp. 3	Sp. 6	Sp. K*
6.	Sp. 10	Sp. Q*	Sp. 7	Sp. J
7.	Cl. 4	Cl. 3	Cl. 6	Cl. K*
8.	Cl. 8	Cl. A.*	Cl. 7	Cl. 2
9.	Cl. 9	Cl. 5	Cl. 10	Ht. 3*
10.	Dia. 10	Dia. A*	Dia. 6	Dia. 9
11.	Dia. 7	Ht. 6	Ht. Q*	Ht. 5
12.			?	

It does not matter whether East leads his Spade or his Club; Declarer can discard from one hand and trump with the other, which will enable him to make a small slam.

Comment

Trick 4. Declarer knows that East must win with the best trump and that he (Declarer) can win all the other tricks except a Diamond, which apparently he must lose as he has a losing Diamond in each hand and no opportunity to discard from either hand on a lead from the other. The elimination play, however, may produce the otherwise unobtainable small slam. The only chance is to force East to lead a suit which Declarer can trump with one hand and on which he can discard his losing Diamond from the other. This may be accomplished if (as is quite probable) West's original lead was from five Diamonds.

Tricks 4–9. Declarer eliminates Spades and Clubs from his two hands.

Trick 10. Declarer eliminates the last Diamond from East's hand.

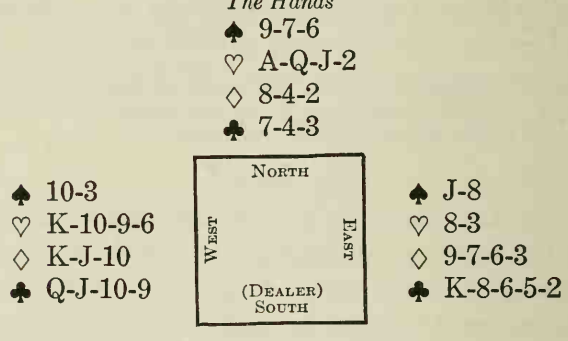
Trick 11. Declarer places the lead.

Trick 12. It matters not whether East leads his Spade or his Club; Declarer will win the two remaining tricks.

This hand varies from its predecessors in one respect; it involves the elimination of suits from an adverse hand, a far more difficult play to diagnose.

Elimination Hand No. 5

The Hands



The Bidding

SOUTH	WEST	NORTH	EAST
1 Spade	Pass	Pass	Pass

The Play

TRICK	WEST	NORTH (Dummy)	EAST	SOUTH (Closed Hand)
1.	Cl. Q	Cl. 3	Cl. 6	Cl. A*
2.	Sp. 3	Sp. 6	Sp. 8	Sp. A*

Trick	West	North (Dummy)	East	South (Closed Hand)
3.	Sp. 10	Sp. 7	Sp. J	Sp. K*
4.	Ht. 6	Ht. J*	Ht. 3	Ht. 4
5.	Cl. 9	Cl. 4	Cl. K	Sp. 2*
6.	Ht. 9	Ht. Q*	Ht. 8	Ht. 5
7.	Cl. 10	Cl. 7	Cl. 2	Sp. 4*
8.	Ht. 10	Ht. A*	Cl. 5	Ht. 7
9.	Ht. K*	Ht. 2	Cl. 8	Dia. 5
10.	?			

If West lead a Diamond, it is *up to* Ace-Queen; if he lead a Club, Declarer would trump with Dummy's Nine of Spades and discard the Queen of Diamonds from closed hand. In either case, Declarer will win the four remaining tricks and score a small slam.

COMMENT

Tricks 2–3. Declarer exhausts adverse trumps.

Trick 4. Declarer finesses Dummy's Heart.

Trick 5. The Heart finesse succeeding, Dummy puts closed hand in to repeat it.

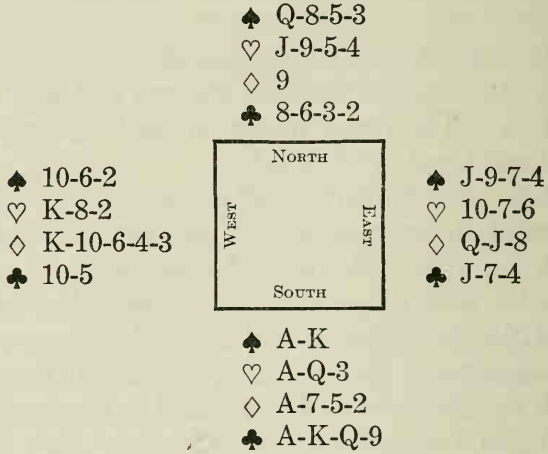
Trick 6. The King of Hearts is in the West hand. The Ten of Hearts may be in either adverse hand.

Trick 7. It is quite obvious that the Heart may now be led with equal advantage from either hand, but a little consideration will show the importance of first eliminating the remaining Club from Dummy.

Trick 8. Declarer is disappointed in the break of the adverse Hearts; had the King and Ten been divided, Dummy on trick 9 could have led the thirteenth Heart, and on trick 10 the Diamond finesse could have been tried for a grand slam. As it is, a grand slam is impossible because Declarer has a losing Diamond in each hand and no possible opportunity to discard it on a winner. The Diamond finesse might now be tried; if it succeed, a small slam would be made; if it fail, five-odd. The chances of

success and failure are equal. But if Dummy now lead his losing Heart and Declarer, instead of trumping it, discard closed hand's losing Diamond; the lead is placed, and the small slam assured. The success of this play was made possible by the elimination of the last Club from Dummy, trick 7. With a Club remaining in Dummy, placing the lead would be useless as West could lead a Club and force the closed hand.

Elimination Hand No. 6



COMMENT

With South playing a No Trump contract, West opens with the Diamond Four. South holds up the Ace of Diamonds until the third round of that suit, so as to exhaust East of Diamonds. Declarer appreciates that he can win two Spades, one Heart and four Clubs, in addition to the Diamond trick already secured. He needs one more trick for game. To ensure

that trick, he leads four rounds of Clubs (eliminating that suit) and the Ace and King of Spades. Knowing that West has but two Diamonds left, the play (at trick 10) is to put West in with a Diamond so that after making his remaining Diamond, he (West) will have to lead either a Spade, which Dummy can win and on which closed hand can discard the Queen of Hearts (the Trey of Hearts will have been played on the last Diamond) or a Heart up to closed hand's A-Q. This hand presents a slightly different phase of the elimination play, but one important to understand.

As an aid in elimination practice, Elimination Hands 7 to 10 are given. The correct play is not shown immediately; merely the result which should be reached against the best defense. Finding out the correct way to play each of these hands should familiarize the player with elimination principles and be of material aid to him when the opportunity to eliminate occurs.

The keys for Hands 7 to 10 are given on pages 378 to 379. These hands include some difficult situations incident to elimination, they should be worked out with the cards on the table. Should the correct result, stated after each hand, not be obtained the first time, further effort should be made.

The key should not be consulted until either:

1. The hands have *all been played properly* and verification is desired; or,
2. The player is positive that without assistance, he cannot obtain the result.

Elimination Hand No. 7

♠ 8-5-4-3-2
♡ Q-10-9
◇ A-8-2
♣ 5-4

♠ K-6
♡ K-6-4
◇ K-Q-J-10
♣ 10-9-7-6

♠ None
♡ 8-7-5-3-2
◇ 9-7-6-4-3
♣ Q-J-8

♠ A-Q-J-10-9-7
♡ A-J
◇ 5
♣ A-K-3-2

Declarer should make a small slam, Spades trump.

Elimination Hand No. 8

♠ A-Q-10
♡ 6-4-3-2
◇ 9-2
♣ 8-7-6-5

♠ 5-4-3
♡ 10-7
◇ A-K-Q-J-10-6
♣ 4-3

♠ K-J-9-2
♡ J
◇ 8-7-5-4-3
♣ J-10-2

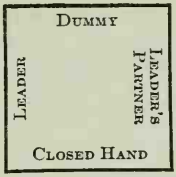
♠ 8-7-6
♡ A-K-Q-9-8-5
◇ None
♣ A-K-Q-9

Declarer should make a small slam, Hearts trump.

Elimination Hand No. 9

♠ 7-5-3
♡ K-J-6-2
◇ 10-7
♣ A-6-4-3

♠ K-J-8
♡ Q-7
◇ 8-4-3
♣ J-10-9-8-7



♠ 10-9-4-2
♡ 10-9-4-3
◇ Q-6-5-2
♣ 2

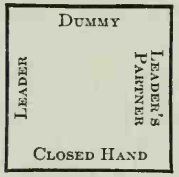
♠ A-Q-6
♡ A-8-5
◇ A-K-J-9
♣ K-Q-5

Declarer should make a small slam, No Trump.

Elimination Hand No. 10

♠ 7-6-5-3
♡ J-10-9
◇ 10-7-6
♣ 8-7-3

♠ 10-2
♡ A-K-Q-8
◇ 5-4-3
♣ K-J-5-4



♠ J
♡ 7-6-5-3-2
◇ J-9-8-2
♣ 10-9-2

♠ A-K-Q-9-8-4
♡ 4
◇ A-K-Q
♣ A-Q-6

Declarer should make 5-odd—11 tricks—Spades trump.

KEYS TO ELIMINATION HANDS

Key to Elimination Hand 7, page 376

Declarer wins the first trick with Ace of Diamonds in Dummy. Trick 2: He leads trumps and finds King-x on the left of Ace-Queen; so the adverse King cannot be captured. Trick 2 is won with Ace of trumps. Tricks 3–8: All the Diamonds and Clubs in Declarer's two hands are eliminated. Trick 9: The original leader is put in by a trump lead. Trick 10: He has to lead a Heart up to tenace in closed hand or a Diamond which Dummy would trump and on which closed hand would discard the Jack of Hearts.

Key to Elimination Hand 8, page 376

Trick 1: Closed hand trumps the Diamond with the Eight of Hearts. Tricks 2–3: Declarer exhausts adverse trumps. Tricks 4–7: Declarer eliminates Clubs. Trick 8: Declarer puts Dummy in by leading the 5 of Trumps from closed hand (that card having been retained for that purpose, instead of being used for the ruff on trick 1). Trick 9: Dummy leads his last Diamond, closed hand ruffs; this eliminates Diamonds. Trick 10: Closed hand leads Spades and Dummy, holding Ace-Queen-Ten, finesses the Ten. Should the double finesse in Spades win, Dummy would put closed hand in with a trump for a second Spade finesse for grand slam. If the double finesse lose to the King, the remaining cards would be winners; if it lose to the Jack, a small slam

(due to Club and Diamond elimination) is still assured as East has to lead Spades up to Dummy's tenace, or lead a Diamond which Declarer can trump with one hand and simultaneously discard a Spade from the other.

Key to Elimination Hand 9, page 377

Trick 1: Jack of Clubs led; closed hand wins. Trick 2: Heart Ace led. Trick 3: Heart led, Queen played second hand, Dummy wins with King. Tricks 4–7: Diamonds led, ten first from Dummy, four Diamond tricks taken. Trick 8: Heart led, won by Dummy's Jack. Trick 9: Closed hand wins with a Club honor. Trick 10: Dummy wins with Club Ace. The hand on Declarer's left can now be marked with the best Club and two Spades. Trick 11: Dummy leads losing Club.

Key to Elimination Hand 10, page 377

Trick 1: Heart won by leader. Trick 2: Closed hand trumps Heart with Spade 8. Tricks 3–4: adverse trumps exhausted. Tricks 5–7: Diamonds eliminated. Trick 8: Dummy put in by leading the Four of Spades from closed hand. Trick 9: Heart led from Dummy, closed hand discards a Club, thus assuring 5-odd.

II

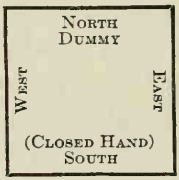
EXITING

One of the most difficult plays that an adversary of the Declarer is called upon to make is the throwing away of what would otherwise be a winning card in order to avoid taking a trick which would put him in the lead in a situation in which leading would be fatal to his interests. This play is known as "exiting" and the card so thrown is called "the exit card." It is best explained by illustration.

Suppose South (dealer) is playing a No Trump and the hands of West and North (Dummy) are:

♠ 9-7-2
♡ 9-6-2
◇ A-10-9-8-2
♣ 4-2

♠ J-5-3
♡ 10-7-4
◇ Q-3
♣ A-Q-10-5-3

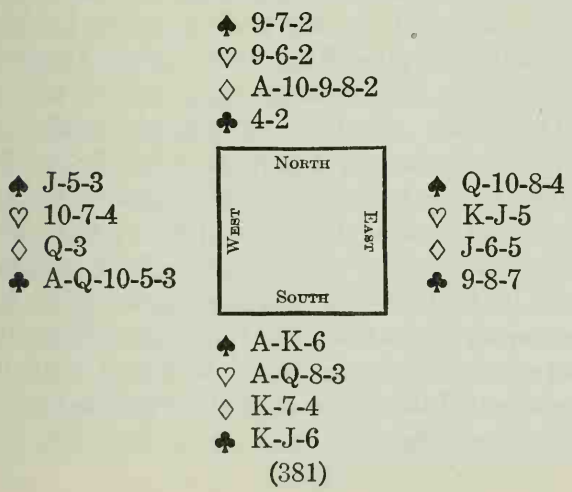


West leads a Club and the Clubs played in order on the first trick are 5, 2, 7, J. West can now place the King and Six of Clubs with South, and the Eight and Nine of Clubs with East. A Club lead by East would save the game; a Club lead by West

would make South's King a winner and almost certainly give him the game.

Trick 2, closed hand leads the King of Diamonds and West, viewing the Dummy, should realize that his Queen of Diamonds is worse than useless. If South have the Jack of Diamonds, West's Queen has no chance to take a trick; but if East have the Jack of Diamonds, West's Queen, if played on the second Diamond trick, would win that trick, as Dummy (having no entry outside of Diamonds) should duck. In that case the second Diamond trick would be won by West and not (as East and West would wish) by East. West, therefore, should exit by playing the Queen of Diamonds on South's King, so that if East have the Jack, he can win the trick and lead a Club through South.

Exit Hand No. 1

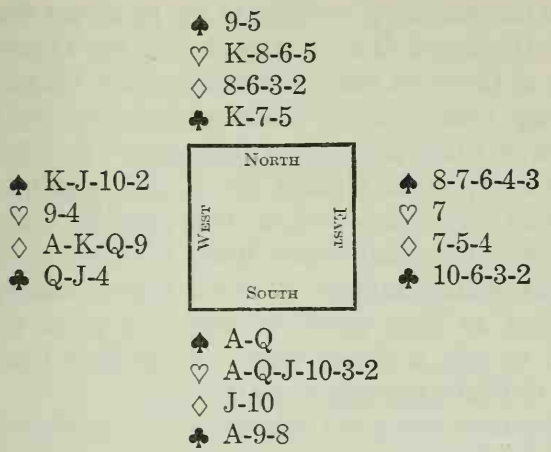


COMMENT

When South, playing a No Trump contract, wins the first trick with the Jack of Clubs, he can see that his only hope of game is to make up Dummy's Diamonds and, in doing so, he must lose one Diamond trick. If he lose that trick to West and if West then lead Clubs, the lead would be up to K-6 in the closed hand. Any other lead by West would be equally satisfactory to the Declarer, as he would be able to take the trick and with Dummy's Diamonds established would make four Diamonds, one Club, two Spades and (if the Heart finesse be right) two Hearts. Declarer can allow West to win a Diamond trick without danger to his plans, but if it be lost to East, the Club would be led through closed hand's K-6 and Declarer would not make game. Declarer might think of winning the first Diamond trick with Dummy's Ace and then, leading Diamonds from Dummy, duck the second trick so as to let West win; but then South's King would block Dummy's long Diamonds and with no entry in Dummy his long Diamonds, although established, would die. Declarer's best play, therefore, is (trick 2, the first Diamond trick) to lead King of Diamonds, and (trick 3) lead another Diamond, praying that West will be obliged to play a Diamond which will hold the trick if Dummy duck and thus establish the suit.

West's play of the Queen on the King of Diamonds instead of waiting for a second Diamond lead, and the resultant frustration of Declarer's plans have been discussed above.

Exit Hand No. 2



(Contract, Hearts)

It will be noted that in the above hand the cards are exactly the same as in Elimination Hand No. 2 with the exception that the Ten and Four of Clubs are transposed. The hand as given here is not imaginary, but was played in a regular game in New York City in 1925.

The first six tricks were played as in Elimination Hand No. 2, viz: three Diamonds leads, two trump leads, and the last Diamond eliminated from Dummy by leading it and ruffing. West then diagnosed Declarer's plan to put him in the lead with a Club and to force him to lead a Spade up to South's Ace-Queen. He realized that South's plan was to win two Club tricks with the Ace and King and then put West in the lead by leading a third Club

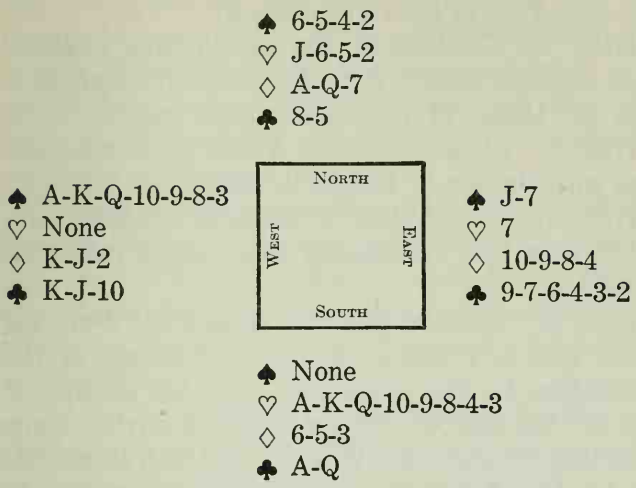
for West to win with his Queen. West would then be in the lead with nothing in his hand but Spades. West frustrated this plan by playing the Queen and Jack of Clubs on the first two rounds of Clubs, thus making East's Ten of Clubs a winner on the third round of Clubs and saving the game. In this case, differing from Exit Hand No. 1, it is possible that the exit may cost a trick, as it is possible—although not probable—that South holds the Ten of Clubs. If this should happen, it would merely square the account, as West would be throwing away a Club trick to gain a Spade trick; but if East have the Ten of Clubs the exit saves the game.

The hand just given points out that an elimination play by Declarer should suggest the possibility of an exit play to the adversary who is the intended victim. These two brilliant and interesting plays are frequently possible in the same hand; the exit offsetting the advantage (generally game or slam) that the elimination would otherwise gain.

Exit hand No. 3 which is given on page 385, is a very remarkable illustration (amid the most freakish surroundings) of the way these two plays are apt to turn up together. It is a hand which the author has submitted to many of his advanced classes, the bidding having generally been about as follows:

Round	South	West	North	East
1	4 H	4 S	5 H	Pass
2	Pass	5 S	Pass	Pass
3	6 H	Double		

Exit Hand No. 3



South, after a bidding contest with West, has obtained the contract at six Hearts doubled by West. The play proceeds as follows.

Trick 1. West leads the King of Spades. South, in order to create as many entries as possible in Dummy, trumps with the Eight of Hearts.

Trick 2. Declarer desiring to draw the adverse trump and to place the lead in Dummy, leads the Nine of Hearts and wins in Dummy with Jack.

Trick 3. Appreciating that this hand may afford an elimination opportunity by which West can be forced to lead at the "psychological moment," Declarer leads a Spade from Dummy and trumps with the Ten in the closed hand, thus starting to eliminate Spades from Dummy.

Trick 4. Four of Hearts led from closed hand and won with Five of Hearts in Dummy.

Trick 5. Continuing the elimination, Declarer leads another Spade from Dummy and trumps it with the Queen of Hearts in closed hand.

Trick 6. South leads the Three of Hearts and wins with the Six of Hearts in Dummy.

Trick 7. Elimination of Dummy's Spades completed by a lead of Dummy's last spade, ruffed by closed hand.

Trick 8. Declarer has now cleared his decks for action and is prepared to take advantage of the elimination he has concluded. In his scheme of play he has figured, all the bidding having come from that quarter, that West has the high Diamonds and Clubs. From the start it has been evident to Declarer that he must lose one Diamond, and if the Club finesse be unsuccessful, as seems probable, one Club trick; if so he would not make his contract. The scheme of the elimination has been to put West in on the third round of Diamonds (the trick that has to be lost), so as to force West then to lead up to South's major tenace in Clubs, or to lead a suit which can be trumped in Dummy, while the Club Queen is being discarded from the closed hand. If that can be accomplished, the contract can be made. To carry this plan out, closed hand now leads a small Diamond. If West play the Deuce of Diamonds, the elimination scheme will succeed, as Dummy will win with the Queen and Ace and then throw West in by leading the Seven of Diamonds. But West, if

clever, can infer, from the elaborate elimination that has been going on, just what the Declarer has been trying to accomplish. West should therefore play a high Diamond on the first Diamond trick (a remarkably clever exposition of the exit idea), the trick of course being won by North with the Ace or Queen, as the case may be.

Trick 9. North leads the Ace or Queen of Diamonds (whichever has not been played on Trick 8) and on this West completes his exit by playing on the higher honor his remaining Diamond honor. Played in this way the third Diamond trick must be won by East; and

Trick 10. East leads Clubs through South's Ace-Queen, and the contract, which would have succeeded had West not made *the double exit,* is defeated.

III

THE GRAND COUP

From the old game of Whist, Auction Bridge has inherited the term "Grand Coup"; in both games it has the same meaning, viz.— the getting rid of one or more superfluous trumps, so as to reduce the number of trumps held by the "couper" to the exact number held by the adversary who is on his right. The shortening of the trump suit by one card is termed "The Grand Coup"; by two cards, "The Double Grand Coup"; and by three cards, "The Triple Grand Coup."

In actual play the opportunity to make the grand coup does not occur as often as does the opportunity to make either elimination or exit plays; but it does turn up with sufficient frequency to make it a recognized play, and one with which an expert should be familiar. The double grand coup occurs still more rarely; and there is only one authentic record of a triple grand coup having been made in actual play. It occurred a little over a year ago in Brooklyn, New York.

The essential elements of a grand coup are:

First: That the adversary on the right of the hand making the coup hold a guarded high trump, impossible to capture unless led through; that the

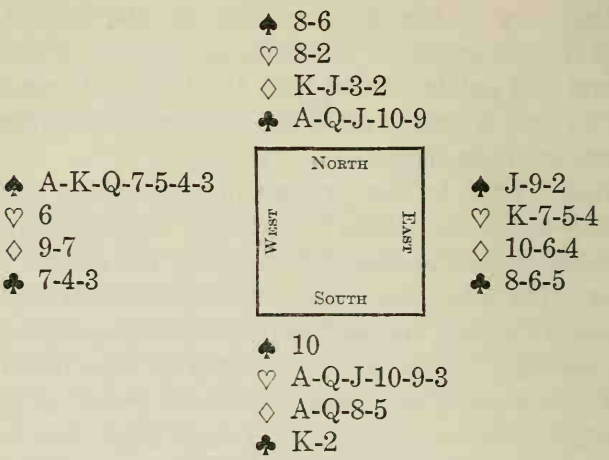
trumps in the "couping" hand must be shortened until they are of the same number as the trumps held by the adversary on the right, so that the couping hand will not be forced into the lead and compelled to lead a trump *up to* the adverse hand with the guarded high trump.

Second: That in the process of shortening, the tricks on which the excess trumps are expended are tricks that otherwise would be won by the couper's partner; if it were merely a case of simultaneously shortening the long trump hand and trumping losing cards, the play would be as necessary and the result would be the same but it would not be a grand coup.

The situation in which a long trump hand, immediately over a shorter adverse trump hand, contains too many trumps and consequently is obliged, sooner or later, to trump a trick and to lead up to the guarded trump in the adverse hand, is not unusual; the unusual features of the grand coup are that the long hand is able to shorten to the requisite number, that the "lead through" is made with a winning card of a plain suit, and that to prepare for it the couper must have trumped at least one of his partner's winning cards; doing so in order not to be left with a superfluous trump which would force him to win a trick when he would much prefer that the lead remain in his partner's hand, avoiding a lead up to the guarded high trump on his right.

Below will be found four coup hands; the first two illustrating the grand coup, the third the double grand coup, and the fourth the triple grand coup.

Grand Coup Hand No. 1 (Single)

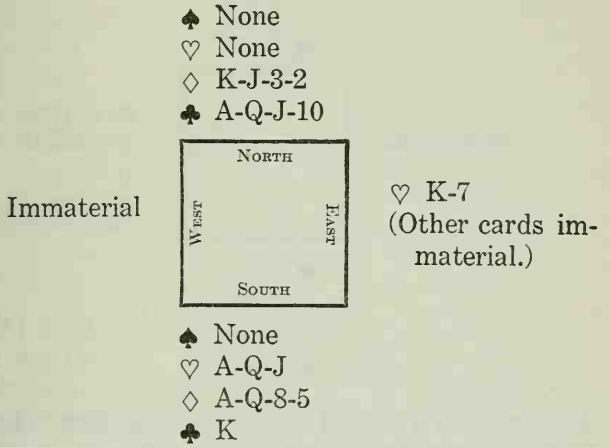


South is the Declarer, playing a Heart contract. West wins the first Spade trick, and South trumps the second, ruffing with the Nine (not the Trey) for reasons explained below. As the only adverse card that may take a trick is the King of Hearts, the natural hope of the Declarer is that East holds it, and that the five adverse Hearts are divided 3–2 (the probable division); if so, to make a small slam is easy.

Trick 3, Dummy is put in with a Club (Deuce from closed hand, Nine from Dummy) and (trick 4) Dummy leads the Eight of Hearts (trump), East plays the Four, South the Trey and West the Six. (South ruffed trick 2 with the Nine, so as to be able to *play under* Dummy's trump lead, and consequently to keep the lead in that hand to continue the trumps

if the finesse win.) When the finesse wins, the small slam seems assured; but when, on the next trick, a second Heart finesse finds West without a second Heart and marks East with the King-7, the scene changes. Diagram A shows the situation as the Declarer then views it.

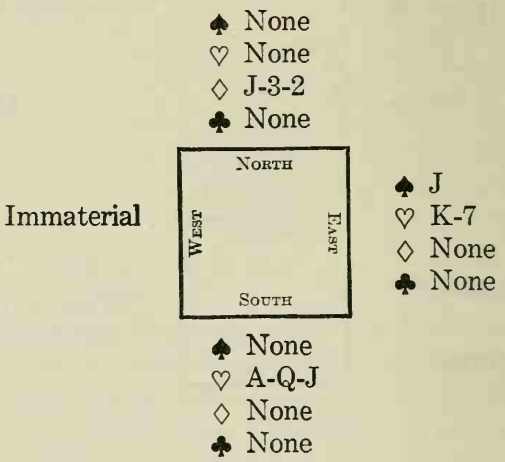
Diagram A



South could now lead his King of Clubs, win in Dummy, and lead three good Clubs from Dummy, hoping that East will ruff. If he should, South would over-ruff and make his slam; but East may appreciate that the game cannot be saved, and that to ruff will cost a trump trick which, if saved, would prevent a slam; consequently East may discard. If East rise to this emergency, South could discard the Ace, Queen and one other Diamond on the

last three Clubs, and he could then lead the high Diamond from Dummy (keeping the lead in Dummy) and play his last Diamond from closed hand; that would leave the cards as follows:

Diagram B



The lead to trick 11 would be the best Diamond from Dummy, but East of course would not trump; South must do so and consequently (trick 12) must lead trumps up to East. A thoughtful Declarer, playing against a clever East, would foresee the probability of the happening of the Diagram B situation, and would meet it, starting from the Diagram A position as follows:

Trick 6. King of Clubs won in Dummy.

Trick 7. Queen of Clubs from Dummy, trumped by closed hand.

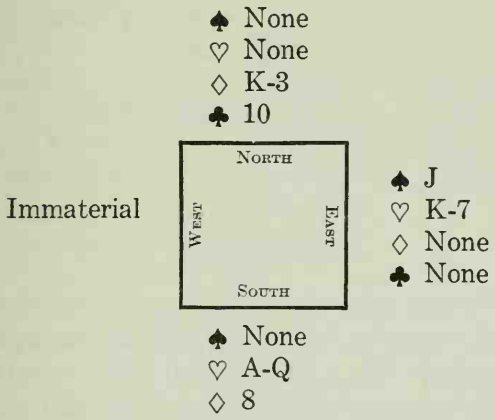
Trick 8. Ace of Diamonds from closed hand.

Trick 9. Small Diamond from closed hand; won by Dummy's Jack.

Trick 10. Jack of Clubs from Dummy and, if East do not ruff, a Diamond discard from South.

Now compare this situation, given in Diagram C, with Diagram B.

Diagram C

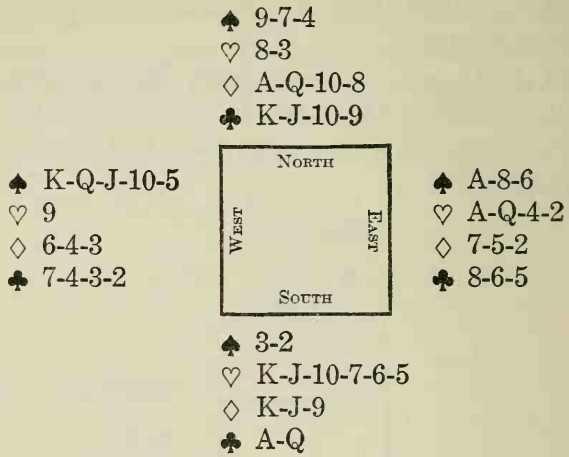


Trick 11. Ten of Clubs led from Dummy and, if East do not ruff, the last Diamond discarded by South.

Trick 12. Dummy leads a Diamond, the grand coup wins a small slam. Net gain, 58 points.

Every player of every game dreams of becoming a hero by some such supreme achievement as a home run with the bases full, a touchdown after running the length of the field, holing out in one; the Bridger gratifies his highest ambition when he qualifies as a member of the Grand Coup Club.

Grand Coup Hand No. 2 (Single)

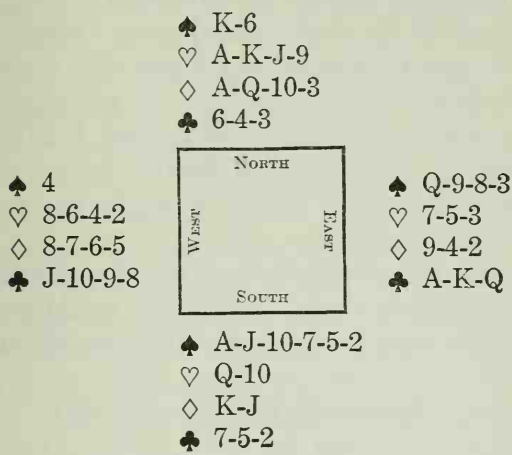


COMMENT

South would play with a Heart contract, the King of Spades would be led. After the adversaries capture the first two tricks, closed hand would ruff the third Spade and put Dummy in to lead a trump toward the K-J-10 tenace. Regardless of whether East play the Ace or a small trump, Declarer would repeat the trump lead at the first opportunity. On the second round of trumps the coup situation would develop, East being left with either a guarded Queen or with A-Q, depending upon whether or not he had played his Ace on the first or second round of trumps, or whether he still retains it. In either event, to make the game Declarer must capture East's Queen and can only do so against sound defense by

the grand coup. Working upon the same basis as Grand Coup Hand No. 1, it is easy to figure how the three trumps remaining in the closed hand can be reduced to two; the number held by East.

Grand Coup Hand No. 3 (Double)



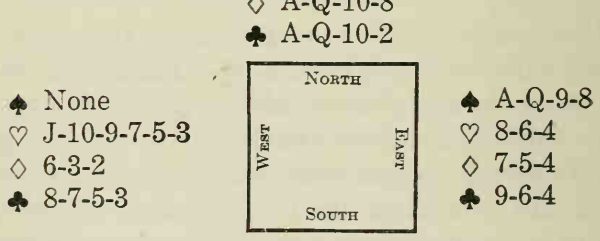
COMMENT

With South Declarer and Spades trump, the original opening by West would doubtless be the Jack of Clubs, and East would surely win the first three Club tricks. East's lead to trick 4 is doubtful. He would have an embarrassing choice between one of the red suits up to a patent tenace in Dummy and a lead of a trump. His decision would not affect the result. The hand is bound to be played so that after the second round of trumps the closed hand will be left with four trumps,

including the Ace-Jack over East's guarded Queen. As in No. 2, it is necessary for South to capture East's guarded Queen in order to make game, and that—against sound defense—can only be accomplished by reducing South's trumps from *four* to *two* (the number held by East). It is therefore a case of the *double* grand coup. South would have to use his Hearts and Diamonds to get into the North hand twice and twice trump a good card led by North. On the twelfth trick North would lead through East's Q-9 of Spades toward South's A-J, and the result would be as in the previous grand coup examples.

On page 393 mention was made of a Grand Coup Club; a Double Grand Coup Club would probably never have more than a dozen living members.

Grand Coup Hand No. 4 (Triple)



COMMENT

With South the Declarer and with Spades the trump, West would unquestionably lead the Jack of Hearts, which Dummy would win. Trick 2, Dummy would lead a trump and much the same trump situation would arise as that shown in Grand Coup Hand No. 2; in other words, East holding Ace, Queen and two small and seeing two trumps in the Dummy, would have a choice between playing Ace or small. Supposing that he play small (the play of the hand would not be affected if he made the other election, and the small play is given merely for the purpose of facilitating the description), South would win the trick and put Dummy in with a Club (that being the shorter suit and, therefore, less apt to be ruffed) to lead a second trump. If, on the second trump, East again play small, South would win and then, with five trumps remaining as compared with East's two, would have to reduce to the same number held by East in order to make a small slam; in other words, would have to get rid of *three* superfluous trumps. A study of Diagram No. 4 will show the triple coup makes it possible to win a small slam against a hand containing Ace, Queen, Nine and Eight of trumps.

PART FOUR

AUCTION BRIDGE ABSURDITIES

Many gross misconceptions are abroad concerning the laws and etiquette of Auction Bridge; some are of recent origin and some can be traced back to the days of Whist; all are either absurd or detrimental to the interests of the game, or both. Until recently such aberrations were confined within narrow circles and any serious notice of them was unnecessary. Now, however, it looks as if a considerable number of the younger generation of Bridge players are being misled by alleged laws that were never heard of by the law makers, and practices which never met with the approval of anyone whose approval was worth securing. The author, who has received hundreds of letters inquiring about these absurdities, has made a collection of those that seem to be the most widely circulated and here offers some information and comment concerning them.

ACES & FACES AND NEW DEALS

This idea must have originated in Mr. Pickwick's time and may have been invented by him. For about a century now, it has been always possible to find someone in every sizable community who believed that when a Whist player (or, in recent years, a Bridge player) found that he had received

neither Ace nor face card in the deal, he could lay down his cards and have a new deal. A slight Auction Bridge variation sometimes quotes the rule as applying to a hand containing no honor. It may be impossible at this late day to kill off this hoary old fraud, and perhaps such an attempt would be disrespectful in view of its venerability; but the cold unromantic fact is that there never was such a law on land or sea, in Whist, Bridge or Auction Bridge—and curiously enough nobody ever saw or heard of anybody who ever saw such a law in print, although multitudes have believed in it.

WHO IS DECLARER?

Considering how definite and simple is the rule for determining which of the four players plays Dummy's cards as well as his own, an amazing number of queries have been sent to those who answer Bridge questions asking whether this, that or the other wrong rule were not the correct one. The author has done his best—on page 5—to make this "problem" (as some correspondents call it) perfectly clear and to leave no doubt about the proper procedure; the reader is respectfully referred to that explanation.

PENALTIES

Anyone who in a metropolitan club ventured to assert that the question is frequently asked: "Are penalties enforced?" would not be taken seriously; but it is a fact that this naïve interrogatory is a

regular visitor at every well regulated query department. Why anybody, who observed that the laws of Bridge carry penalties, should be in doubt as to whether the penalties are meant to be enforced, is something of a mystery; but for the benefit of those who are in doubt it may be stated most emphatically that first-class Bridge players exact or pay penalties, according as they are sinned against or sinning. Showing annoyance when paying an incurred penalty is counted among the worst of Bridge gaucheries.

IMPERIAL CLUBS

Once there was a perfectly legal declaration known as a "Royal Spade." It counted nine points per trick and was called royal to distinguish it from the common or garden variety of Spade which counted only two. But his royal highness was decapitated on the block of new legislation over a decade ago, and since then it has been both legal and customary in Bridge circles to call a Spade a Spade, and no suit now has a double value. Perhaps the Imperial Club is the ghost of the Royal Spade; at any rate, it never had any existence material to anything in the game of Bridge. Club tricks count six points —no less and, unless doubled, no more; and in the bright lexicon of the game there is no such word as "Imperial."

NULLOS

Probably many readers do not even know what this word means. Never a legal part of Bridge,

and never used by more than a small percentage of players at any time, Nullos was a short-lived device for counting tricks lost instead of tricks won. For years it has been abandoned by those who originally favored it but some score cards were printed with Nullo values and consequently there are still a few in remote sections who think the Nullo is a part of the game.

GOULASHES, MAYONNAISES AND HOLLANDAISES

These are devices for "speeding up" the game which appeal to those in whom the gambling instinct is strong and who grow restive under the restraints of a game in which skill and attention are determining factors.

"Mayonnaise" and "Hollandaise" are two names for the same absurd variation of the standard game. When played, they provide that when a deal is "passed out" the four hands, sorted but unshuffled, are stacked together and redealt five, five and three at a time. "Goulash" provides that there shall be a Mayonnaise or Hollandaise wherever the bidding of a deal fails to reach a game-going contract; or in other words when less than five Clubs or Diamonds, four Hearts or Spades, or three No Trumps has been bid. When playing Goulash, it is customary to offer a bonus of a thousand points or more for bidding and making a Slam. It is safe to say that these devices will never become a part of Bridge, because real Bridge would cease to exist if their use became prevalent.

BIDDING

The statements which follow under this and subsequent heads are answers to genuine questions which have been asked repeatedly.

(1) "Reserved Bids" are not permitted; when a player passes he is "out of it" unless some other player subsequently bids or doubles. (2) Fourth Hand is not compelled to bid after three original passes; the Dealer is neither compelled nor allowed to bid after four original passes. (3) Although a player, who asks while the bidding is in progress, must be informed as to all previous bids, doubles, etc., a player who calls attention to his own declaration is penalized. Voluntary statements like, "Partner, I dealt and passed," are improper and may be penalized. (4) A player whose turn it is to bid cannot transfer the privilege to his partner.

DOUBLING AND REDOUBLING

(1) When Declarer has been doubled, and the double value of the tricks enables him to make game where the undoubled value would not have done so, he scores game; when that game is his second he wins the rubber and the 250 bonus; when playing with 125 bonus for a game he gets that bonus. (2) Neither doubling nor redoubling stops the bidding; a player is always allowed to overcall the last previous bid regardless of any double that has intervened. Furthermore, a doubled or redoubled bid is overcalled as easily as an undoubled

bid: three Clubs would overcall two Spades redoubled. (3) Players are not permitted to state whether their doubles are "business" or "informatory"; to add those or similar words to "double" would subject the offender to a severe penalty. (4) A player may not double his partner's bid nor redouble his partner's double. The Laws distinctly forbid and penalize these offenses. *There is no such thing as doubling a pass.* (5) A player is not obligated to bid after his partner has doubled informatorily and the next player has passed; that is, there is no legal compulsion although there may be compelling reasons of expediency for such a bid. (6) A player always has the opportunity and right to redouble an opponent's double; he can lose his right only by passing when his turn comes or by being barred from the auction by some offense for which his silence is the penalty.

REVOKE

(1) When a player acquires tricks by reason of an opponent's revoke, he counts them the same as any other tricks; if they help him win his game, or a bonus for undertricks, he scores game or bonus as the case may be. (2) A player who has revoked is under no obligation to announce the fact; but he should not try to conceal his error if charged with it. (3) A revoke once established may not be corrected, even when the revoking player announces it and no other player has discovered it. (4) Declarer should not deliberately revoke from Dummy; to do so

would be as unethical as an intentional revoke made from closed hand, or by an adversary.

MISCELLANEOUS

(1) There is no extra bonus for bidding and making a slam; when slam—big or little—is made, the bonus is the same regardless of how many tricks were bid. (2) It is not unethical to win a trick already won by your partner, by trumping or overplaying. (3) "Easy Aces" are not counted—ever; the only honor-counts are for three or more honors. (4) A player whose turn it is to lead cannot transfer the lead to his partner; even the original leader cannot do this. (5) In cutting, place the top portion on the table toward the dealer; do not complete the cut, but let the dealer do it. (6) There is no law compelling Dummy to place his trumps in any particular place, and Declarer has a legal right to rearrange Dummy's cards in any way he sees fit; but it is customary for Dummy's trumps to remain at Dummy's right. (7) A score is kept for each side and during the continuance of a partnership both members of it win or lose equal amounts. It does not matter which partner holds the honors, they count for both.

PART FIVE

DUPLICATE AND PROGRESSIVE

I

DUPLICATE AUCTION BRIDGE

With each succeeding year the card players of the country realize more and more that Auction is not, as was at first imagined, a game which cannot be advantageously played in Duplicate or Duplicate Progressive contests; but that on the contrary it resembles Whist in its adaptability to contests of that character. Duplicate team play between teams of four or between larger teams, such as Eights, Twelves and Sixteens, have become features in a number of cities; especially so in Philadelphia and Cleveland. In these contests duplicate boards are used, one player of each side in each four playing in each position at the table. For example: If A, B, C, D play against E, F, G and H on the original play of Board 1 (or of Boards 1–4, it being customary to play in blocks of four), at table No. 1, A would be South, E West, B North and F East; on the overplay at table No. 2, G would be South, C West, H North and D East. At the same time that Board 1 (or Boards 1–4) is played and overplayed at the two tables Board 2 (or Boards 5–8) is similarly played with G and H South and North on the original at table No. 2 and A and B South and North on the overplay at table No. 1.

A duplicate match between teams is unquestionably the most perfect and conclusive way to play; when it is used luck is less of a factor than when the game is played in any other way but it does not determine pair rivalries and generally that is the question in relation to which a verdict, more conclusive than can be rendered by a "luck-of-the-deal" contest is desired.

Progressive Duplicate Pair games are the best form yet devised for rating the comparative abilities of rival pairs. While the result of one session is very far from being conclusive, the result of a series generally places the experts at the top of the list and the inexpert where they belong. These games are now regular weekly features in many large clubs.

In all Duplicate, Duplicate Progressive, or Progressive games the Laws of Auction Bridge are observed in the main; a few variations necessitated by the character of the contest are covered by special laws. The Knickerbocker Whist Club of New York has most appropriately been called "The Home of Duplicate." In the club house of that organization Auction Bridge is played in duplicate with more frequency, by greater numbers, and with a higher degree of science than elsewhere.

Progressive Pair Duplicate is played with the aid of boards which permit the hands to be preserved so that they can be replayed at one or more tables and a comparison made of the various results obtained by different players, playing with the same cards. The Knickerbocker Club has prepared for

the use of its members a code for this form of game which has been adopted by the American Whist League, to be used in all League contests and will be accepted all over the world.

These Duplicate Laws leave the regular laws unaltered whenever possible, they only vary when the nature of the game requires a change. The Duplicate code has been prepared with the most conscientious care by the most experienced players in the country and seems to be as perfect as possible. The thanks of the Bridge players of the country should be extended to the Knickerbocker Club for the service it has so ably rendered.

LAWS OF DUPLICATE AUCTION BRIDGE

PROGRESSIVE PAIRS

Adopted by

THE KNICKERBROCKER WHIST CLUB OF NEW YORK

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AUCTION BRIDGE BULLETIN
New York

The Laws of Auction Bridge shall govern in Progressive Pair Duplicate Auction Bridge, except as modified by the special laws herein provided.

1. Progressive Pair Duplicate Auction Bridge is played by at least six pairs of players, or any higher even number of pairs, divided into two groups playing opposite ways of the table.

SUPERVISION

2. A match shall be under the direction of a committee, or of a member of the committee especially appointed, who shall have full power to decide all questions arising, before, during and after the match.

DESIGNATING NORTH

3. One end of the room, where the match is played, shall arbitrarily be designated North, the other end South; and facing South, the left side of the room will then be East, the right side West.

ARRANGEMENT OF TABLES

4. The tables shall extend in rows the North-South way of the room. They shall be numbered consecutively, starting with Table No. 1 at the North end of the room and ending with the last table, also at the North end, in close proximity to Table No. 1.

PAIRING AND POSITIONS OF PLAYERS

5. Pairs may be arranged by mutual agreement between the players themselves, by lot, or by the committee in charge. The same partners shall play together throughout the match.

(*a*) The partners comprising a pair shall decide between themselves which positions they shall occupy their way of the table. These positions, once selected, shall be retained throughout the match.

BLACK-BOARD

6. A black-board or score-sheet, properly headed and ruled, shall be provided, upon which shall be entered the names of the members of each pair, the way of the table each pair shall play, and the number of the table at which each pair shall start to play. "Plus" and "Minus" columns shall be provided for recording the final score of each pair.

SCORE-CARD

7. A score-card, properly headed, ruled, and numbered, shall be furnished each pair, upon which they shall enter their names, pair number, positions at table, and their own pair scores.

(*a*) The score-cards of the North-South pairs shall differ in color and in headings from those of the East-West pairs, but shall differ in no other respect.

NUMBERING OF PAIRS

8. The pair number of a North-South pair shall be the same as the number of the table to which the pair is *permanently* assigned; and the pair number of an East-West pair, the same as the number of the table to which the pair is *first* assigned.

NUMBER OF DEALS

9. The total number of deals to be played shall be decided by the committee in charge. (The number should not be more than 30 nor less than 20.)

THE BOARDS

10. Boards or other containers shall be provided (one for each deal), each board constructed to hold a pack of cards in four separate packets of thirteen cards each.

(*a*) The boards shall be consecutively numbered, starting with No. 1, and shall be marked with an arrow or other device to indicate the position in which they shall be placed on the tables for play; and with the word "Dealer" or other word or device, to indicate the first bidder for each deal. The word "Dealer" shall be so placed with reference to the arrow, that the players will each become the first bidder in turn when the boards are played in numerical order.

DISTRIBUTION OF BOARDS

11. The entire number of boards to be played shall be equally divided into as many sets as there are tables and one set shall be placed on each table, the set of lowest numbered boards on Table No. 1, the set of next higher-numbered boards on Table No. 2, and so on.

THE CARDS AND THE DEAL

12. A pack of fifty-two standard playing cards shall be provided for each board. Before play each pack shall be shuffled and dealt into four hands of thirteen cards each by any member of the table, and the hands placed in the four pockets of a board.

THE PLAY

13. Play shall start on signal. The boards shall be played in numerical order at each table starting with the lowest numbered board. Each board, when put in play, shall be placed in the center of the table, with its arrow or other indicating device pointing North.

14. Each player shall take the hand from the pocket directly in front of him and count his cards to be certain that he has exactly thirteen. The bidding and play shall then proceed as in Auction Bridge, the Dealer, as indicated on the board, opening the bidding.

15. When a card is played it shall be placed on the table, face up, in front of the player, and allowed to remain so until all have played to the trick.

16. When all have played to a trick, each player, including the Dummy, shall turn his card face down in front of him, lengthwise towards his partner if the trick is won by his side, lengthwise towards his opponents if the trick is won by them.

17. The Dummy, upon request by Declarer, but not otherwise, may lead or play a designated card from the Dummy hand without penalty.

18. When the play of a board is completed, the tricks won and lost by each side shall be noted and the scores recorded. Each player shall again count his

cards, to be certain there are thirteen, and replace them, faces down, in the pocket of the board *from which they were taken.*

METHOD OF SCORING

19. No rubbers are played, each deal being complete in itself. Should the Declarer make game on a deal, his side shall be entitled to a bonus of 125 points. Tricks, honors, slams, bonuses and penalties shall be counted as in Auction Bridge, except as provided under these laws.

20. Each deal shall be scored separately. When a deal has been played, the difference in the scores of the two pairs shall be entered on their score-cards in the proper column, opposite the number of the board played, the pair making the higher score entering it in the plus column, and the other pair in the minus column. Scores shall be recorded to the nearest multiple of ten (five counting as ten).

21. At the conclusion of the play of each *set* of boards, each pair shall determine its Net Plus or Net Minus for that set; and enter the result in the proper column opposite the number of the boards comprising the set. When a pair has recorded the score made on a set of boards, such score shall be verified by their opponents.

SCORING LIMIT

22. When a contract has been doubled or redoubled, the losing pair shall, in each case, score the *full amount* of loss less honors, if held; the winning pair shall not score more than 350 points, plus any additional points that may be due them for honors or slam.

Excess Points

Points not allowed shall be recorded separately by the *winning* pair in the "Penalty Excess column," opposite the number of the board played; and at the conclusion of the match the total of such points shall be recorded at the bottom of the score-card opposite the words "Penalty Excess."

Penalty Excess points are recorded to enable the scorekeeper to balance the North-South and the East-West scores, and are not to be included in the final score (plus or minus) of the pair scoring such points.

THE REVOKE

23. A revoke must be claimed before the player who makes the claim returns his card to the board.

(*a*) The penalty for a revoke by either side shall be 50 points only for each revoke.

(*b*) If, by reason of a revoke or revokes, the non-revoking side is caused to suffer any loss of tricks, it shall be entitled to all tricks it would normally have taken had the revoke or revokes not occurred (in addition to 50 points for each revoke).

(*c*) If the non-revoking side gain, or suffer no loss, by reason of a revoke or revokes, it shall be entitled to all the tricks it has taken (in addition to 50 points for each revoke).

(*d*) If the Declarer revoke and should *gain* thereby, he shall be entitled only to such tricks as he normally would have taken, and if such normal tricks be sufficient for game, to score 125 points bonus (less 50 points for each revoke). Should the Declarer revoke and *fail to gain* thereby, and the tricks he has taken are sufficient for game, he shall be entitled to score 125 points bonus (less 50 points for each revoke).

(*e*) If the players are unable to agree as to the normal outcome of the deal, they shall refer it for settlement to the committee or the member of the committee in charge of the match.

PROGRESSION OF PLAYERS AND BOARDS

24. When all the tables have completed the play of the sets of boards first allotted to them, and the scores have been recorded, each East-West pair shall proceed to the next *higher-numbered* table, the North-South players retaining their seats. Each set of boards shall be passed to the next *lower-numbered* table.

Note:—In the order of this progression, Table No. 1 is the next higher-numbered table after the last table.

Odd Number of Tables

With an odd number of tables, the same procedure is followed after the play of each set of boards, until the circuit of the tables is completed and all the boards have been played at every table, which terminates the match.

Even Number of Tables

With an even number of tables either of the following methods may be followed:

The Relay

The boards shall be regularly distributed *except* that the middle set shall be placed upon a stand or chair between the two middle tables (for example, in a twelve table game playing 24 boards, or two boards per table, boards Nos. 13 and 14 would be placed upon the stand

or chair between Tables 6 and 7); following which, each of the remaining tables shall receive its regular quota of boards, except the last table which receives none. The last table shall play simultaneously with Table No. 1 the boards allotted to the latter table, the boards being passed back and forth between the two tables as is convenient. All sets subsequently received at Table No. 1 shall be played in like manner by the first and last tables.

When the last table and Table No. 1 shall have finished with the boards played simultaneously between them, the set shall be passed to the next-to-the-last table and thereafter follow the regular order of progression, including the un-numbered Relay stand or chair which shall receive its boards from the higher-numbered of the two middle tables, and from which the lower-numbered of the two middle tables shall take its boards.

This method permits all of the East-West pairs to play against all of the North-South pairs.

The Skip

The boards shall be regularly distributed between the tables and the movement of the boards and players shall progress in the regular order, *except* that, after having played exactly one-half of the number of boards to be played, each East-West pair shall skip the next table, but shall thereafter resume their regular order of progression, playing their last set of boards with the same North-South pair against whom they played their first set.

This method does not permit all of the East-West pairs to play against all of the North-South pairs and for this reason the Relay system is preferable.

HOLDING THE WRONG NUMBER OF CARDS

25. If any hand is found to contain more or less than thirteen cards:

1. If the error is discovered at the table where the hand was originally dealt, either before or during the bidding or play, the cards shall be re-dealt and then played.

2. If the error is discovered at a table other than where originally dealt, the board shall be sent back to the preceding table and there rectified under the supervision of the committee or member in charge of the match, after which it shall be returned to the table where the mistake was discovered, for action as follows:

(*a*) If the discovery of the error occurred *before a bid had been made,* the rectified board shall be played, without penalty.

(*b*) If discovered *after a bid has been made,* the board shall not be played at that table, but shall be scored at the conclusion of the match in the following manner:

If one players holds less than 13 cards and his partner more, their opponents holding their correct number, the pair holding the incorrect number must take the lowest score made for such deal, and their opponents, the highest; if both sides are at fault, they both must take the average on the deal.

(*c*) The North and South average score of a deal is found by determining the net total of the scores of all the North-South pairs who played the deal, and then dividing that net total by the number of such pairs. The East and West average score is determined in the same manner.

(*d*) 50 points shall be deducted (as a penalty) from the total net score of a pair, should the hand of either

or both, when passed to the next table, be there found to contain more or less than 13 cards, or any card or cards that properly belonged in another hand, provided the error is discovered prior to the spreading of the Dummy hand.

HOLDING THE WRONG CARDS

26. If, at the conclusion of a match, or at any time within 48 hours thereafter, it be discovered that after leaving the table where the hands were originally dealt, the cards in a board had become shifted, the scores made on such board shall be adjusted as follows:

(*a*) If played as orginally dealt at one-half or more than one-half of the tables: The scores made on the boards by the pairs who played it as it was orginally dealt shall stand; and the average of such scores shall be taken by the pairs who played it after the cards had become shifted.

(*b*) If played as originally dealt at less than one-half of the tables: The scores made on the board after the cards had become shifted shall stand; and the average of such scores shall be taken by the pairs who played it as it originally was dealt.

THE WINNERS OF THE MATCH

27. At the completion of a match each pair shall total their "Plus" and "Minus" columns and record the difference, "Net Plus" or "Net Minus" at the bottom of the score-card. The cards shall then be handed to the appointed score-keeper, who shall record the results on the black-board or score-sheet.

The winners of the match are the North and South and East and West pairs who scored the largest "Net

Plus" their way of the table, or if the scores one way of the table be all Minus, then the least "Net Minus."

Note:—In effecting a balance, the sum of all "Penalty Excess" scores recorded must be added to the total of the "Net Plus" scores or deducted from the total "Net Minus" scores by the score-keeper.

THE WINNERS OF A SERIES OF MATCHES

28. The winners of a series of matches are the North-South pair (or player) and the East-West pair (or player) who have scored the highest total "Average Net Plus" or the least "Average Net Minus" for the series, their way of the table.

(*a*) The average for a single match is determined by totalling the final net scores plus and/or minus, made by all the North-South pairs, deducting the lesser total from the greater and dividing the result by the number of tables in play. The average of the East-West pairs is similarly determined. Thus, the "Net Plus" above average or "Net Minus" below average of a pair for a match is the difference between their final net score and the average of all the scores their way of the table.

(*b*) The "Average Net Plus" or "Average Net Minus" of a pair (or player) for a series of matches is determined by adding their "Average Net Plus" or "Average Net Minus" scores for the several matches played, deducting the lesser total from the greater and dividing the result by the number of matches played. Thus, the winners of a series of matches are the two pairs (one North-South and one East-West) or the two individual contestants (one North-South and one East-West) who have scored, their way of the table, the

highest "Average Net Plus" or the least "Average Net Minus" so determined.

(*c*) To qualify as the individual winner of a series of matches, a player should be required to participate in at least two-thirds of the number of games played and to play with at least three different partners. The committee or individual in charge shall determine the requirement in this respect before the beginning of the series.

PROTESTS

29. Protests from decisions of the committee or the member of the committee in charge of a match, or disputes arising after the conclusion of play, must be filed in writing, within forty-eight hours thereafter to receive consideration by the Card Committee.

II

PROGRESSIVE AUCTION BRIDGE

Progressive Auction Bridge, played without the duplicate feature, has during the past few years become a most popular game although there is no recognized code provided for it. The game is generally governed by local customs which, of course, differ materially in different places. The writer has received thousands of letters containing queries about Progressive; and, strange as it may seem, these letters show that it is on only a few points that players are in doubt. The following suggestions concerning this most delightful form of Auction Bridge answer all the questions which appear to have arisen; they are offered with the hope that they may prove helpful by tending to standardize and improve the Progressive game.

Except where special features of Progressive require modifications, the Laws of Auction Bridge should govern the bidding and play of the Progressive game in every particular. All special Progressive features and modifications are explained below.

SCORING

Participants in a Progressive game should realize that in their game, just as in Auction Bridge or any other game, the object of two partners is to win for

themselves and incidentally, in winning, to defeat their adversaries. Any scheme of scoring which permits the losers in any particular match to fare better than the winners in another match which is being compared with it, is wrong in principle and unfair in result; yet that is precisely what happens when contestants keep "total" or "all plus" scores instead of "net" or "plus and minus" scores.

For the benefit of those who are not familiar with anything except the standard and approved method of scoring, it is necessary to explain that many players of Progressive do not subtract the score of the losers from that of the winners, and enter the difference as a net plus score for the winners and a net minus for the losers. Instead of that, they make no subtraction but credit both sides with all the points they have won. As a result, the object of the contest at each table is to roll up big scores for both pairs at that table—not to win, and to defeat the opponents as severely as possible. The natural result of a method under which the score of one side is not diminished by the score of the other, is that neither side is interested in keeping down the score of the other side but only in augmenting their own. This leads to wild bidding and wilder doubling and has even developed the practice—questionable to say the least—of "reciprocal" doubling.

When this form of reciprocity is indulged in, a side receiving poor cards in a deal and having no prospect of obtaining the contract, or defeating the opponents (using "defeat" in the usual and legitimate Bridge

sense of the word) will double the opposing bid and be promptly redoubled. The result, of course, is a fat score for the side with the good cards, tricks being scored at quadruple value, plus bonus for winning a redoubled contract and bonus for tricks in excess of contract. The side which receives the benefit of this gratuitous double is expected to reciprocate later by doubling the other side when the conditions are reversed. The result of this sort of thing is that the prize goes, not to those who play the best Bridge but to those who can think up the most fruitful schemes for padding the scores.

As an illustration of how "all plus" scores may work out, suppose there were two tables at one of which A and B were playing against C and D, and at the other W and X were opposed to Y and Z. Suppose that A-B and C-D were playing legitimately and that W-X and Y-Z were bidding and doubling for swollen scores. At the end of a period, the respective total scores might look something like this: A-B, 50; C-D, 200; W-X, 1900; Y-Z, 2000. Under the proper method of scoring, C-D would be the leaders with a net plus of 150 and Y-Z would be second with a net plus of 100; but counting only gross or all plus results, Y-Z would rank first and W-X, who were actually defeated, would score 1700 more than C-D, who actually (according to the figures) played the best game of all.

This method of scoring, besides being all wrong in itself, has led to unnecessary and harmful modifications of the laws of Bridge; in many places local

rules have appeared forbidding the winning of a game on doubled trick-values, or prohibiting doubling altogether. The idea, of course, is to curb score-padding; but all such devices would be wholly unnecessary, and the final scores would show the real outcome of the play, if all scores were properly kept by the plus and minus method.

The best way to play Progressive is to provide that four deals be played before each progression. The score at each table is kept for each one of those four deals, 125 being added to the score of a deal whenever game (30 points or more for tricks) is made. The score entered for each deal, when only one side scores, is a plus for that side of the total of the score and a minus of that amount for the other side. When both sides score (*e.g.*, Declarer defeated, but holding honors; or Declarer successful, with honors held by the adversaries) the plus and minus is the difference between the two; a more detailed explanation is given on page 429. At the end of the four deals the totals of the two pairs are tallied; the difference between the higher and lower being the margin of victory. The winners are counted plus that amount, and the losers minus that amount. The ultimate winning of the session can be determined in either of two ways, viz.: by the greater number of progressions and, in the event of a tie in the number of progressions, by the net score of the players who have tied for progressions; or, not counting the progressions, by the highest net plus score. When the latter procedure is followed,

viz.: the winning being determined solely by the total score, 100 points should be added to the final score of each player for each progression.

This is the basis of Progressive scoring which produces the most satisfactory results, is the most apt to reward good play, and retains in the game the most attractive features of Auction Bridge.

DEALS PASSED OUT

There should be four deals at each table. When in any deal, all four players pass their opportunity to declare, that deal should be thrown out. No such irregularity as forcing the fourth player to declare, or forcing the dealer who has already passed to declare, should be introduced into the game. When a deal is passed out, a new deal by the same dealer should *not* take place because it is apt to delay unduly the finishing of that table, and it is important that all tables should finish as nearly as possible at the same time. If, however, in one set of four deals two or more be passed out, all after the first should be redealt by the same Dealer, rebid and played. In other words, there should be no fewer than three deals played at each table.

PROGRESSION

The winners of each set of hands (in other words, the pair that makes a higher total than their adversaries on that particular set of hands) should move to the next numerically higher table and play at that table during the next set of hands. The losers should remain at the same table. At the top table,

however, the winners remain and the losers move to the bottom table.

CHANGING PARTNERS

It is of course quite possible at the beginning of the game to arrange either arbitrarily or by drawing, for players to retain the same partners during the entire session, thus making it a pair, not an individual contest. That plan is quite advisable for use of clubs who are meeting regularly, but for a social afternoon or evening it does not bring the players together as satisfactorily as when partners change. When partners change, the losers who remain at a table, or who move down from the top table, should not, under any circumstances, be permitted to play together during the next set of hands. By drawing cards they should determine with which one of the newcomers they should play. The winners going to the next higher table would, of course, have the same experience, namely: each one would play with one of the previous losers except that, at the head table, they would play with previous winners. At the bottom table, losers would play with losers. This is varied sometimes by permitting the pair at the head table to remain together as partners as long as they stay there, in which case the players progressing from the second table to the head table, do not change partners. The non-changing at the head table is an optional provision; in order to prevent two players more expert than the others from remaining at the head table during most of the ses-

sion, it is often provided that the same change should take place at that table as at any other.

SCORE CARDS

Each player should have an individual score card. On it should be entered the plus or minus obtained during each set of four hands; such plus or minus, of course, being the same as that of the partner for the set of hands in question. The pluses should be entered in one column; the minuses in another. The total number of pluses show the total number of progressions and, at the end of the session, the net score of the contestant should be obtained by subtracting his total minus from his total plus, or his total plus from his total minus, as the case may be—the smaller being subtracted from the larger.

In addition to the individual score cards, there should be a score pad at each table for scoring the individual hands played at that table. The net totals of these four hands are transferred to the individual scores when the four hands are completed (or the three hands, if one is passed out).

In scoring, 125 should be added in each case when a pair makes game (30 or more trick points) in one hand. A common variation is to allow the 125 for game regardless of whether or not it be made in one hand. When this plan is followed, any two scores totalling at least 30 (*e. g.*, 16 and 18) made on successive hands, or before an adverse game, carry the 125. Allowing the 125 only when made in one hand is in accordance with the Duplicate

practice, is slightly more simple, seems to be more popular and is therefore advised for general adoption.

The scoring is materially simplified by adjusting each difference, entered as the net plus or minus of a hand, to the nearest ten (five counting as ten). For example, suppose A-B to be playing against X-Y, and the results of their four deals during a period to be as follows:

Deal No. 1: A-B make four No Trumps with three Aces.

Deal No. 2: X-Y make three Spades with simple honors.

Deal No. 3: A-B play a contract of three Hearts doubled and make the contract with four honors in one hand.

Deal No. 4: X-Y play a contract of five Spades doubled, but make only four. They have three honors in one hand and one in the other.

These scores would be entered on the score sheets on the table as follows:

Deal No. 1: A-B score 40 for tricks, 30 for Aces and 125 for game; a total of 195. X-Y having no score to subtract from that total, A-B would enter 200 in their plus column (five counting as ten, and consequently 195 as 200) and X-Y would enter 200 in their minus column.

Deal No. 2: X-Y making three Spades (27) with simple honors (three honors, 30) would have a total for the deal of 57 (no game being made, neither side is entitled to 125). A-B having no score to

subtract from X-Y's score, and 60 being the nearest even ten, the entry would be 60 in the plus column of X-Y and the same amount in the minus column of A-B.

Deal No. 3: A-B making three Hearts doubled, would score 48 for tricks, 50 for making a doubled contract, 125 for making game and 80 for four honors in one hand; a total of 303. X-Y having nothing to subtract, A-B would enter 300 (dropping the odd 3) in their plus column, and X-Y would enter 300 in their minus column.

Deal No. 4: X-Y make four Spades which would entitle them to game, were it not for the fact that they failed in their contract of five Spades, and so are not entitled to score for tricks. The contract having been doubled and defeated by one trick, A-B would be entitled to a score of 100, and X-Y would be entitled to score their honors. Four honors divided between two hands, amounting to 40, would leave a net of 60 for A-B to enter in their plus column, and a minus of 60 for X-Y to enter in their minus column.

Totaling the two scores, it would be found that A-B had 560 in their plus column and 60 in their minus column, or a net of 500 plus; and that X-Y had 560 in their minus column and 60 in their plus column, or a net of 500 minus.[1] Carefully comparing to see that these scores agree as they should, A-B would then progress each with a score of plus 500 for

[1] This is upon the basis that an allowance of 100 is not made for each progression, such allowance would make the two respective scores 600.

the four deals; X-Y would not progress but would each receive a score of minus 500 for the four deals. These two scores, plus 500 for A and B and minus 500 for X and Y, must be carefully and accurately entered on the respective score sheets of the four players.

NO SPECIAL RULES

There is no reason for adopting any special rule or custom when playing Progressive. Honors should be counted just as in the regular game (no scoring for "Easy Aces" or one or two odd suit-honors). All penalties, including revoke penalties, should be enforced. Doubling and redoubling should be permitted and when a side wins game by the help of tricks obtained for a revoke penalty, or by the help of a double or redouble, the score of that side should be credited with 125 points for such game, just as if such tricks or points had been made without such help.

All Progressive players are urged to use the above methods and are assured that, as soon as they become accustomed to them, they will find them far superior to any others.

BIDDING AND PLAYING METHODS

During the first two or three hands Progressive players should bid and play exactly as rubber players do during the first or second game of the rubber; they should not then take any such flag-flying chances as rubber players sometimes take during the rubber game. But when playing that the number

of progressions, not the net points, decide the winner of the session, desperate chances in bids and doubles may properly be taken by a pair that is seriously behind on the score of the first two or three hands.

PART SIX

THE LAWS OF AUCTION BRIDGE

After the code of 1920 had been in force for some years, changes were suggested from time to time, many of which it was conceded would be improvements. The committee of the Whist Club, being most anxious that the result of its labors should be popular and lasting, consulted with other prominent Bridge-playing organizations before drafting a new code. The American Whist League appointed a Committee that met on various occasions during a period of two years; and finally, after the most thorough consideration, recommended to the Whist Club that it make about thirty changes. The Knickerbocker Whist Club of New York, acting through its Special Committee, submitted its recommendations to the Whist Club Committee in the form of a complete new code.

Armed with this accumulated information and also having before it the code recently adopted by the Portland Club of England and hundreds of suggestions sent in by other committees and by individual players, the Committee of the Whist Club inaugurated a prolonged series of meetings, tests and investigations. At the end of its delibera-

tions it presented a tentative code to a gathering composed of the membership of the three representative Committees. After a protracted session, the combined Committees reached a unanimous agreement on every law (truly a remarkable result considering that fourteen individuals, all with most pronounced personal opinions, participated in the conclave); and consequently the code finally promulgated by the Whist Club is issued with the unanimous endorsement of the members of the three Committees, and the approval of the American Whist League and the Knickerbocker Whist Club.

Never before has such care been taken in the preparation of any Auction Bridge code, nor has such an accumulation of talent ever before aided the veteran Committee of the Whist Club in its work. In consequence, it may be predicted with confidence that the code of 1926 will be received with world-wide satisfaction and remain unchanged for many more years than has been the case with any of its predecessors.

In 1925 the American Laws (the Whist Club code) were adopted by the Travellers Club of Paris, in place of the English code (the Portland Club code) previously in force in that club. This lead has been followed in all parts of the continent, and even in many of the countries over which the Union Jack flies the American code now is preferred to the English. Reports have been received that even in conservative England, while the clubs still stick to the code of the Portland Club, many individuals

follow the American code; and there are those who believe that as soon as the 1926 code reaches other countries, its merits will be recognized and that in a short time it will become the code of the world.

The first striking feature encountered when the 1926 code is examined is the unmistakable effort that has been made to avoid past misunderstandings. The 1926 production is intended to be as simple as English words can make so complex a subject. In many cases in which no serious difficulty of interpretation is risked, severe technical precision has been abandoned in favor of simplicity and clarity.

The 1926 code coins one or two new, simple and desirable Bridge terms. That which takes place between the end of the deal and the final pass—hitherto called "the declaration"—is now known as "the Auction." The new name is more accurately descriptive and avoids the conflict which previously existed in the old code where "declaration" was used to mean the entire term during which the bidding took place, and also (as it still means) a pass, bid, double or redouble by an individual player. Distinctive names have also been given to the adversaries on the left and on the right of the Declarer. Instead of being known as Second Hand or Fourth Hand, depending upon whether the lead came from Dummy or Closed Hand, they are now specifically named "Senior" and "Junior"; the Senior being on the left of the Closed Hand, and the Junior on the right.

The changes in the Laws, outside of the simplification and clarification, which will receive the most attention, may be mentioned as follows:

THE NEW HONOR COUNT

This provides that when there is a trump suit, three honors shall count thirty; four honors, forty; five honors, fifty; four honors in one hand, eighty; four honors in one hand and fifth in partner's, ninety; and five honors in one hand, one hundred; making all honor-counts multiples of ten instead of the old counts which were based upon the value of the suit. There are three reasons, any one of which is seemingly sufficient to justify this radical and unquestionably popular change, viz.:

1. Justice to the bidder of a Minor suit who, if he be set, loses exactly as much as the bidder of a Major suit; and who under the old laws was unfairly discriminated against, as he received a smaller honor score.

2. Simplification in figuring the total of the honors. The abandoning of honor scores of 12, 14, 16, 18, 24, 28, 32, 35, 36, 45, 48, 54, 56, 63, 64, 72 and 81 is bound to save the time and temper of many a scorer.

3. An added value to all suits and especially to the Minor suits as compared with No Trump. While it is impossible to increase the competition of the Auction by making the value of all declarations alike—because it is essential that there be differences in the number of tricks which produce game—this honor change will furnish additional competi-

tion in another way by creating increased incentive for suit bidding—especially for Minor suit bidding.

THE NEW REVOKE LAW

Players familiar with the revoke penalties of the past will hardly recognize the revoke penalty of the present, and cannot help but be amazed at its simplicity as compared with the complicated provisions of its predecessors. In the past, a revoke became established by *either* of two happenings, viz.: (1) the turning and quitting of the trick in which it took place (and this could be complicated if the partner asked the revoker whether he had any more of the suit) or (2) by the lead or play by the revoking player or his partner to the succeeding trick. An alternative is always confusing and questions of fact were constantly raised by the word "quitted" (such as, whether the trick was quitted before the revoke was discovered, or before the vital question was asked) producing many arguments and contentions. Now there is only one way in which a revoke can become established; and that is, by the revoking player or his partner when he leads or plays to the succeeding trick, and there can be no doubt as to whether or not that has occurred. This change will slightly extend the period within which a revoke can be corrected, but that is far from being objectionable and the whole proceeding will be simplified.

Although the new revoke penalty was determined upon as much because of its simplicity as for any other reason, it is doubtless as equitable as any

revoke penalty can be. Everyone concedes that no revoke penalty will work satisfactorily in every case, and the two-trick penalty in the 1926 code will probably "fit the crime" more frequently than any other penalty which would be generally understood. In the old code the option given to the Declarer (but not extended to the adversaries of the Declarer), of taking either two tricks or fifty points as a penalty, proved very confusing to many players. So did the fact that, when tricks were taken, they could be scored at their doubled or redoubled value in the trick column; but did not carry slam bonuses and, in the event of a double or redouble, did not carry the bonus for making a doubled contract. Everything now is as simple as it can possibly be. The one and only penalty for the revoke, whether it be made by Declarer or by an adversary, is two tricks; there is no point penalty and no alternative. When there is more than one revoke by the same side, the penalty for each revoke after the first is one trick. Penalty tricks are taken from the tricks of the revoking side and added to the tricks of the non-revoking side, and they count *exactly as they would if they had been won in actual play;* carrying all undertrick bonuses, slam bonuses, bonuses in consequence of doubles or redoubles, double values, etc. By their aid, a Declarer may go game or an adversary may defeat the contract; the score being just as it would have been if these tricks had been won in actual play, no revoke having taken place. This means that *a revoking side may score.* A Declarer

may revoke, and still make his contract or his game if after paying his two penalty tricks he still have a sufficient number left; likewise an adversary may revoke and after paying two tricks still defeat the contract if he have sufficient tricks left to do so.

When the revoking side has no trick to be taken, there is no penalty; and when the revoking side has fewer tricks than the amount of the penalty (*e. g.*, one trick when there has been one revoke, or two tricks when there has been two revokes), they lose all they have and that fully pays the penalty.

HIGH CARD ALWAYS WINS

Making the card that is high and winning for one purpose also high and winning for all purposes is one of the most logical and consistent features of the new code. There never has been the least reason why low should win in the draw and high in the play; and the fact that this provision has been complicated by making the Ace both low and high and by providing that the high suit (Spades) in play should be the winning suit in the draw, has been most trying to the novice. All such unnecessary complications and endless confusion are now eradicated. The high card of the high suit is always high and wins every time. In drawing, the Ace of Spades has the first choice; the other Aces in their respective values (Hearts, Diamonds and Clubs) follow: and next comes the King of Spades, and so on down to the Deuce of Clubs, which is the worst card to draw.

DECLARER'S LEAD OUT OF TURN

In this matter the new code leaves with the adversaries the same privilege they heretofore had of determining whether the wrong lead shall stand or shall be corrected; but in addition it provides that if the adversaries correct it, the Declarer must lead a card of the same suit if he have one. If he have no card of the same suit, he may lead any suit. This seems to be a wise and proper provision, and a distinct improvement.

INSUFFICIENT BID

In the old code a player who made an insufficient bid could be compelled by the adversaries to make it sufficient in the same declaration, and his partner could not then bid unless an adversary overcalled the bid that had been made sufficient; but if an adversary subsequently bid or doubled, the partner was thereby restored to all his rights. This, while possibly quite equitable, produced unlimited confusion because the law for the bid out of turn penalized the partner of the offender by barring him from further participation in the auction, regardless of whether or not the adversaries bid. In order to make the two penalties as uniform as possible and consequently make them easy to remember, the new penalty for an insufficient bid is that the other side may direct that it be made sufficient and, if they do, the partner of the offender is thereafter barred. Inasmuch, however, as the partner cannot come to the assistance of the offender no matter what the adversaries

may do, the offender is not limited (as formerly he was) to the declaration in which he has made an insufficient bid, but is permitted to make his bid sufficient in any declaration he selects. For example, suppose the bidding to have been South "one Heart"; West, "two Spades"; North, "two Clubs"; (an insufficient bid). If, before North makes his bid sufficient, attention be called to the insufficiency, South would be barred from the Auction and North would have to make his bid sufficient. But the sufficient bid would not have to be in the Club suit; it could be three Hearts, two No Trumps, or any sufficient declaration.

THE DUMMY

It will be noted that even further than in the 1920 code, a premium is offered to a Dummy who does not intentionally look at a card in the hand of any player. He is given practically all the rights of a player, except that he may not suggest a card to be played from the Dummy hand, nor may he warn the Declarer not to lead from the wrong hand. One new prohibition is that a Dummy who has intentionally looked at a card of any player may not thereafter call his partner's attention to a renounce.

IMPOSSIBLE BID

The law-makers have created a new law against the "Impossible Bid," and by it they severely penalize a player who bids more than seven. As heretofore, the bid is void, but now it gives the adversaries the right to choose between having:

(1) A new deal;
(2) The offender play his declaration at seven, doubled or undoubled;
(3) The auction opened at the last legitimate declaration, the offender and his partner being barred from participating therein.

CARD EXPOSED DURING AUCTION

A change materially and justly decreasing the penalty for a card exposed during the auction is, that when it is a Nine or lower card, it does not bar the partner of the offender from further participation in the auction. Hitherto, the exposing of any card closed the mouth of the partner, and this regulation frequently proved to be unduly severe, because the information gained from a small card was not apt to be great enough to justify so drastic a punishment.

The old penalty still obtains when an honor (Ten or higher card) is exposed, but the partner can now "talk" if the exposed card be an unimportant one.

There are numerous other minor changes which a careful reading of the code will disclose, but those above enumerated are the most important and are the first with which a player should familiarize himself.

THE LAWS OF AUCTION BRIDGE

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PLAYERS

1. The game of Auction Bridge is played by four persons: two play as partners against the other two, each pair constituting a side.

CARDS

2. (*a*) Two packs of playing cards with different backs are used.

(*b*) A correct pack contains fifty-two cards divided into four suits of thirteen cards, one card of each denomination to a suit.

(*c*) A perfect pack is one in which no card is torn, soiled, or otherwise so marked that it may be identified from its back.

(*d*) Any player may demand two new packs to replace correct and perfect packs, provided he do so at the end of a hand and before the ensuing cut. The opponents of the player demanding them shall have the choice of packs, unless the demand be made at the beginning of a rubber, in which case the dealer has the choice.

RANK OF CARDS

3. The cards of a suit rank: Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest).

RANK OF SUITS IN DRAWING

4. In the draw, as between cards of equal rank, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest). High wins.

THE DRAW

5. For the purposes of the draw, a shuffled pack shall be spread face down on the table. Each player draws by lifting a card from the spread pack and showing its face. If a player show more than one card, or one of the four cards at either end of the pack, it is a misdraw by that player and he must draw again.

FORMING TABLES

6. (*a*) A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played, but are not members of an existing table, rank next. Candidates of equal standing decide priority by the draw; high wins.

(*b*) Before the beginning of a rubber, a candidate may enter any incomplete table by announcing his desire to do so. Such announcements, in the order made, entitle candidates to places as vacancies occur.

MEMBERS LEAVING A TABLE

7. If a member leave a table, he forfeits all his rights at said table, unless he leaves to make up a table that cannot be formed without him and, when leaving, announces his intention of returning when his place at the new table can be filled: in which case his place at the table he left must be reserved for him. When

a member leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table. When two members leave a table pursuant to this law, the law applies to both.

PLAYERS LEAVING A TABLE

8. (*a*) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence. Such appointment becomes void upon return of said player, or upon conclusion of the rubber; in any case, the substitute, when released, regains all his previous rights.

(*b*) A player who breaks up a table by withdrawing from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (*a*), fails to return before the end of the rubber, cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

9. (*a*) A table having been formed, the members draw. He who draws highest becomes the first dealer and has choice of packs and seats; he may consult his partner before choosing, but, having chosen, must abide by his decision. He who draws second highest is dealer's partner and sits opposite him. The third highest has choice of the two remaining seats; fourth highest takes the vacant one. The members, if any, who draw lower than fourth, remain members of the table but do not play in the current rubber.

(*b*) If, at the end of a rubber, a table consist of five or six members, those who have played the greatest

number of consecutive rubbers are the first to lose their places as players, but do not lose their standing as members. The draw decides between players of equal standing.

(*c*) At the beginning of every rubber, the players draw for partners and for choice of seats and packs.

THE SHUFFLE

10. (*a*) After the players are seated at the beginning of a rubber, the player on the dealer's left shuffles the pack which dealer has chosen. All players have the right to shuffle, dealer having the right to shuffle last.

(*b*) During each deal the still pack is shuffled by dealer's partner, who then places it face down at his right (at the left of the next dealer).

(*c*) The pack must be shuffled thoroughly in view of all the players, but not so as to expose the face of any card.

(*d*) If any provision of this law be violated, any player, before the deal starts, may demand a new shuffle.

HAND

11. A hand begins with the cut and ends when the last card is played to the thirteenth trick; or when any or all of the remaining tricks have been conceded by either side.

THE CUT

12. (*a*) Dealer, immediately before the deal, places the pack before his right hand opponent, who lifts off the top portion and places it beside the bottom portion toward dealer, who then places the bottom portion on top. This constitutes the cut.

(*b*) If the cut leave fewer than four cards in the top or bottom portion; or any card be faced or displaced; or there be any doubt as to where the pack was divided, or as to which was the top and which the bottom portion; or any but the proper player cut; or any but dealer complete the cut; or any player shuffle after the cut, a new shuffle and a new cut may be demanded by any player.

THE DEAL

13. (*a*) The deal begins after the cut, and ends when the last card has been placed in turn in front of the dealer. Dealer distributes the cards one at a time, face down: the first card to the player on his left, and so on until all fifty-two cards are dealt, the last one to dealer.

(*b*) Except at the beginning of a rubber, the player to deal is the one on the left of the last previous dealer.

CARDS TOUCHED DURING DEAL

14. If any player, except dealer, touch a card during the deal and thereby cause a card to be faced, making a new deal compulsory, the side opposed to the offender may add fifty points to its honor score.

NEW DEAL
(Compulsory)

15. I. There must be a new deal by the same dealer with the same pack:

(*a*) If the cards be not dealt to the proper players into four distinct packets of thirteen cards each.

(*b*) If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.

(*c*) If, before play begins, it be discovered that more than thirteen cards were dealt to any player.

(*d*) If, during the hand, one player hold more than the proper number of cards and another less.

II. There must be a new deal by the same dealer with a correct pack if, during the hand, the pack be proved incorrect. The current hand is void, but all previous scores stand. The pack is not incorrect on account of a missing card if found in the still pack, among the tricks, below the table, or in any place which makes it possible that such card was part of the pack during the deal. Any player may search for it; if it be not found, there must be a new deal by the same dealer with a correct pack.

NEW DEAL
(Optional)

16. During the deal, any player who has not looked at any of his cards may demand a new deal:

(*a*) If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.

(*b*) If the pack be imperfect.

In (*a*), the new deal is by the proper dealer with his own pack; in (*b*), by the same dealer with a perfect pack. If no legal demand for a new deal be made under this law before the end of the deal, it stands and the player on the left deals next with the still pack.

THE AUCTION

17. (*a*) The auction begins when the deal ends, and ends after a declaration that three players in proper succession have passed. The first legal act of the auction is a bid or pass by the dealer. Thereafter, each player in turn to the left must pass; bid, if no bid have been

made; make a higher bid, if a bid have been made previously; double the last bid made by an opponent, or redouble an opponent's double, provided no bid has intervened. Each pass, bid, double or redouble is a declaration.

(*b*) When all four players pass, no bid having been made, the hand is abandoned and the next dealer deals the still pack.

BID

18. A bid is made by specifiying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump, thereby offering to contract that with such suit as trump, or with No Trump, the bidder will win at least the specified number of odd tricks.

RANK OF BIDS

19. A bid of a greater number of odd tricks ranks higher than a bid of a less number. When two bids are of the same number, they rank: No Trump (highest), Spades, Hearts, Diamonds, Clubs (lowest).

INSUFFICIENT BID

20. (*a*) A bid, unless it be the first bid of the hand, is insufficient if it be not higher than the last previous bid.

(*b*) A player having made an insufficient bid, may correct it without penalty if he do so before another player has called attention to the insufficiency, or has declared; in which case an insufficient suit-bid must be made sufficient in the same suit; an insufficient No Trump bid, in No Trump.

(*c*) If the player on the left of the insufficient bidder declare before attention has been called to the insufficiency, the insufficient bid stands and is treated as if sufficient.

(*d*) If any player, other than the insufficient bidder, call attention to the insufficiency before the insufficient bidder has corrected his bid and before the next player has declared, the bidder must make his bid sufficient and his partner is barred from further participation in the auction. In such case, the bid may be made sufficient by substituting any higher bid in any suit or No Trump.

IMPOSSIBLE BID

21. If a player bid more than seven, the bid is void, the offender and his partner are barred from further participation in the auction, and either opponent may:

(*a*) Demand a new deal.

(*b*) Require the declaration to be played by the offending side at seven (undoubled or doubled).

(*c*) Direct that the auction revert to the last legitimate declaration and be continued by his side from that point.

BID OR DOUBLE OUT OF TURN

22. An out-of-turn bid is void, unless the opponent on the left of the offender declares before either the in-turn bidder declares, or before any player calls attention to the offense.

When the out-of-turn bid is void, the auction proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further

participation in the auction; but the offender may declare thereafter in his proper turn. When the partner of the offender is the in-turn bidder, such turn passes to the next bidder.

When the opponent on the left declares before the in-turn bidder, and before attention is called to the out-of-turn bid, the auction continues from that declaration and there is no penalty.

A double or redouble out of turn is subject to the same provisions and penalties as a bid out of turn, except when it is the partner's turn to declare, for which Law 26 (*g*) provides.

PASS

23. When, in his proper turn in the auction, a player does not bid, double or redouble, he must pass; he should do so by saying "Pass" or "No Bid," and the turn to declare is thereby transferred to the next player on the left, unless such pass ends the auction.

PASS OUT OF TURN

24. (*a*) If no bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid, double, or redouble until the first bid has been overbid or doubled.

(*b*) If a bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid or double until the declaration he passed is overbid or doubled.

In either (*a*) or (*b*): if the player at the left of the offender declare before attention is called to the offense, the pass becomes regular, the auction proceeds, and the offender may declare in turn.

In either (*a*) or (*b*): if it be the turn to declare of the player on the right of the offender, a declaration by the in-turn player made before his partner declares, is regular and calls attention to the offense.

DOUBLES AND REDOUBLES

25. During the auction and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. A double doubles the trick value of the last previous bid; a redouble multiplies by four the trick value. Doubling or redoubling does not change bidding values, nor values of honors or slams. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

ILLEGAL DECLARATIONS

26. (*a*) A double or redouble, made before a bid has been made, is a double or redouble out of turn, for which Law 22 provides the penalty.

(*b*) If a player bid, double or redouble, when barred from so doing, either opponent may decide whether or not such bid, double or redouble shall stand; and, in any such case, both the offending player and his partner must thereafter pass.

(*c*) A bid, double or redouble, made after the auction is ended, is void. It is not penalized if made by Declarer or his partner, but if made by an adversary, Declarer may call a lead from the partner of the offender the first time it is the turn of said partner to lead.

(*d*) A pass made after the auction is ended, is void: no penalty.

(*e*) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add one hundred points to the honor score of his side.

(*f*) A double of a partner's bid, or a redouble of a partner's double is void. Penalty: the opposing side may add fifty points to its honor score.

(*g*) If a player double or redouble when it is his partner's turn to declare, the opponents may consult before declaring further, and elect:

(1) To call the bid made before the offense the final bid.

(2) To call the doubled or redoubled bid the final bid.

(3) To demand a new deal.

(*h*) A player is not required to name the bid he is doubling or redoubling, but if he do so and name any bid other than the one he might legally double or redouble, his declaration is void; he must declare again, and his partner is barred from further participation in the auction.

CHANGING DECLARATION

27. A player who inadvertently says "No Bid" when meaning to say "No Trump," or *vice versa;* or who inadvertently names one suit when meaning to name another, may correct his mistake before the next player declares.

A change in the number of odd tricks bid (except to make a bid sufficient), or from Pass to any bid, may not be made.

By "inadvertently" is meant a slip of the tongue, not a change of mind.

Except as above provided, a player may not change his declaration: and if he attempt to do so, the second

declaration is void and may be penalized as a bid out of turn.

CARDS EXPOSED DURING THE AUCTION

28. If, during the auction, a player lead or expose a card, it must be left face up on the table: and if it be a Ten or higher card, the partner of the offender is barred from further participation in the auction.

If the offender become Declarer or Dummy, the card is no longer exposed; but if the offender become an adversary, the card, regardless of its rank, remains exposed until played.

If the player at the left of the offender become Declarer he may, before the Dummy is exposed, prohibit the partner of the offender from leading the suit of the exposed card. When two or more cards are exposed by the same player, all are subject to the provisions of this law; but the Declarer may not forbid the lead of more than three suits.

THE CONTRACT

29. At the end of the auction the highest bid becomes the contract. The partners who secure the contract undertake to win at least six tricks (the book), plus the number of tricks named in the contract.

The partners who secure the contract become respectively Declarer and Dummy. The player who first, for his side, named the suit or No Trump of the contract, becomes Declarer; his partner, Dummy. The partners who do not secure the contract become the adversaries: the one on Declarer's left hereinafter termed Senior; the one on Declarer's right hereinafter termed Junior.

THE DUMMY

30. (*a*) After the end of the auction, the play begins, and continues until the last card is played to the thirteenth trick. Senior leads; Dummy places his cards face up on the table and Declarer plays Dummy's cards in addition to playing his own.

(*b*) During the play, Dummy may not:

(1) Warn Declarer that he is about to lead from the wrong hand, nor tell him which hand has the lead. Penalty: either adversary may name the hand from which the lead shall be made.

(2) Suggest a lead or play by touching or naming a card, or otherwise. Penalty: either adversary may direct that Declarer make such lead or play such card (if legal) or refrain from doing so.

(*c*) Except as provided in (*b*), Dummy has all the rights of a player, unless he intentionally sees the face of a card held by Declarer or either adversary.

(*d*) If Dummy have intentionally seen any such card, he may not call Declarer's attention to:

(1) Any legal right. Penalty: forfeiture of such right.

(2) A card exposed by an adversary. Penalty: the card is no longer exposed.

(3) An adverse lead out of turn. Penalty: the adversaries, after consultation, may decide which of them shall lead.

(4) An adverse revoke. Penalty: the revoke may not be claimed.

(5) The fact that he has refused a suit by asking

whether he have any or none of it. Penalty: Declarer may not change his play and is liable for any revoke resulting therefrom.

LEAD AND PLAY

31. When a player places a card face up on the table, his act is a play. The first play to a trick is a lead.

A lead or play is completed:

(*a*) By an adversary, when the card is so placed or held that his partner sees its face.

(*b*) By Declarer, when the card is quitted face up on the table.

(*c*) By Dummy, when Declarer touches or names the card. If, in touching a card, Declarer say "I arrange," or words to that effect; or if he be manifestly pushing one or more cards aside to reach the one desired, touching the card does not constitute a lead or play.

CARDS EXPOSED DURING PLAY

32. During the play the following are exposed cards:

(*a*) When two or more cards are led or played simultaneously, the offender may designate which one is led or played, and the others are exposed, except any one so covered that its face is completely concealed.

(*b*) A card dropped face upward on the table, even if picked up so quickly that it cannot be named.

(*c*) A card dropped elsewhere than on the table, if the partner sees its face.

(*d*) A card so held by a player that his partner sees any portion of its face.

(*e*) A card mentioned by either adversary as being in his own or in his partner's hand.

(*f*) If an adversary who has played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed.

(*g*) If an adversary throw his cards face up on the table, they are exposed, unless such act follows a claim by Declarer of a certain number, or the rest of the tricks.

(*h*) A card designated by any law as "exposed."

PENALTY FOR EXPOSED CARDS

33 (*a*) There is no penalty for a card exposed by Declarer or Dummy.

(*b*) A card exposed by an adversary must be left face up on the table and Declarer may call it (*i. e.*, require its owner to lead or play it) whenever it is the owner's turn to lead or play, unless playing it would cause a revoke.

(*c*) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he can legally do so: but until played, Declarer may call it any number of times.

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

34. (*a*) After the auction ends and before Senior leads, should Junior lead or expose a card, Declarer may treat it as exposed, or require Senior (the proper leader) to lead a card of a suit named by Declarer. Dummy may call attention to the offense; but should Declarer and Dummy consult regarding the penalty, it is canceled. Should Dummy show any of his cards before

the penalty is selected, Declarer may call the exposed card, but may not call a lead.

If an adversary lead out of turn during the play, Declarer may call the lead of a suit as soon as it is the turn of either adversary to lead, or may treat the card so led as exposed.

(*b*) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(*c*) Should Declarer lead out of turn either from his own hand or Dummy, such lead shall stand, unless an adversary call attention to the error before he or his partner plays. When attention is called to the error in time, Declarer must lead from the proper hand; and, if that hand have a card of the suit led from the wrong hand, he must lead that suit.

(*d*) Should any player (including Dummy) lead out of turn, and next hand play, the lead stands as regular. If an adversary lead out of turn, and Declarer play next, either from his own hand or Dummy, the adverse lead stands as regular.

(*e*) Should an adversary who has played a card which is a winner as against Declarer and Dummy, lead another or several such winning cards without waiting for his partner to play, Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(*f*) After a lead by Declarer or Dummy, should Fourth player play before Second, Declarer may require Second player to play his highest or lowest card of the suit led, or to win or lose the trick. If he have none of the suit led, Declarer may call his highest of any designated suit; if he hold none of the suit called, the penalty is paid.

(*g*) Should Declarer lead from his own hand or Dummy, and play from the other hand before either adversary plays, either adversary may play before the other without penalty.

(*h*) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick, but does not constitute a revoke therein.

(*j*) Whenever it is suspected that any of the quitted tricks contain more than four cards, any player may count them face downward. If any be found to contain a surplus card, and any player be short, either opponent of the player who is short may face the trick, select the surplus card, and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for any revoke as if the missing card had been in his hand continuously. Should the side in whose tricks the surplus card is found, have failed to keep its tricks properly segregated, either opponent of such side may select a card from the tricks improperly gathered and restore such card to the player who is short.

TRICKS

35. (*a*) A player may lead any card he holds; after each lead, each player in turn to the left must follow suit if he can. A player having none of the suit led, may play any card he holds.

(*b*) A trick consists of four cards played in succession, beginning with a lead.

(*c*) A trick containing one trump-card or more, is

won by the player who plays the highest trump-card. A trick containing no trump-card, is won by the player who plays the highest card of the suit led.

(*d*) Declarer gathers all tricks won by himself or Dummy; either adversary may gather all tricks won by his side. All tricks gathered by a side should be kept together and so arranged that the number thereof may be observed, and the identity of each trick readily established. A trick gathered by the wrong side may be claimed by the rightful owners at any time prior to recording the score for the current hand.

(*e*) A quitted trick may be examined upon demand of any player whose side has not led or played to the following trick.

(*f*) The winner of each trick leads to the next, until the last trick is played.

ODD TRICKS

36. (*a*) Odd tricks are tricks won by Declarer after he has won six tricks. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fail to win the number of odd tricks called for by his contract, his side scores nothing for tricks; but if he fulfill his contract, his side scores for all odd tricks, including any won in excess of his contract.

(*b*) When Declarer fulfills a doubled contract, his side scores the doubled value of his odd tricks in its trick-score; and, for making his contract, a bonus of fifty points in its honor-score. If he make more than his contract, his side scores an additional bonus of fifty points for each extra trick. When the contract has been redoubled, each bonus is one hundred points

instead of fifty, and the odd tricks count four times their normal value in the trick-score.

ODD TRICK VALUES

37. Each odd trick counts in the trick score:

With No Trump	10 points
With Spades trumps	9 "
With Hearts trumps	8 "
With Diamonds trumps	7 "
With Clubs trumps	6 "

Doubling doubles these values; redoubling multiplies them by four.

UNDERTRICKS

38. (*a*) The book of the adversaries is seven minus the number of odd tricks named in Declarer's contract; when the adversaries win a trick or tricks in addition to their book, such tricks won are undertricks.

(*b*) The adversaries score in their honor-score for all undertricks; fifty points for each undertrick when the contract is undoubled, one hundred points when the contract is doubled, and two hundred points when the contract is redoubled.

HONORS

39. In a No Trump contract, the honors are the four Aces; in a suit contract, the honors are the Ace, King, Queen, Jack, and Ten of that suit.

HONOR VALUES

40. Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. All honors held by either side are scored according to the following table:

Trump Honors

0 in one hand, 3 in the other, count 30 points
1 " " " 2 " " " " 30 "
1 " " " 3 " " " " 40 "
2 " " " 2 " " " " 40 "
2 " " " 3 " " " " 50 "
0 " " " 4 " " " " 80 "
1 " " " 4 " " " " 90 "
0 " " " 5 " " " " 100 "

No Trump Honors

0 in one hand, 3 in the other, count 30 points
1 " " " 2 " " " " 30 "
1 " " " 3 " " " " 40 "
2 " " " 2 " " " " 40 "
0 " " " 4 " " " " 100 "

One or two honors held by a side are not counted.

SLAMS

41. Either side winning thirteen tricks scores one hundred points for Grand Slam. Either side winning twelve tricks scores fifty points for Small Slam. Slam points are added to the honor-score. When Declarer's contract is seven and he wins six-odd, he counts fifty for Small Slam although his contract fails.

REFUSE AND RENOUNCE

42. To fail to follow suit is to refuse: to refuse when able to follow suit is to renounce.

THE REVOKE

43. (*a*) A renounce becomes a revoke:
(1) When a renouncing player or his partner,

whether in turn or otherwise, leads or plays to the following trick.

(2) When the renouncing player or his partner claims the remaining tricks, or any of them.

(*b*) When one side claims a revoke, if either opponent mix the cards before the claimant has had reasonable opportunity to examine them, the revoke is established.

(*c*) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so: he is subject to the penalty for a revoke.

(*d*) When any player (except Dummy) is found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found, belong to the player who is short and he is answerable for any revoke or revokes as if said card or cards had been in his hand continuously.

REVOKE AVOIDED

44. A renouncing player is not penalized for revoke under the following circumstances:

(*a*) A renounce by Dummy must be corrected if discovered before the lead to the next trick. After such lead, the renounce may not be corrected. There is no penalty in either case.

(*b*) Should Dummy leave the table, Declarer cannot be penalized for revoke, unless an adversary call the renounce to his attention in time to enable him to correct it.

(*c*) When a player refuses, any other player may ask whether he has any or none of the suit led; and if he admit that he has renounced before his renounce has become a revoke, he shall be subject to the penalty for

a renounce, but not to the penalty for a revoke. Dummy may not ask the above question, if he have intentionally seen a card of another player.

RENOUNCE PENALTY

45. A renounce made by any player (except Dummy) may be corrected by such player at any time before he or his partner has led or played to the following trick. In that case there is no revoke penalty; but the player, if an adversary, may be required to play his highest or lowest card of the suit led. Declarer, instead of calling the highest or lowest, may treat the card played in error as exposed. A Declarer who has renounced may be required by either adversary to play his highest or lowest, if the adversary on his left have played after the renounce. Any player who has played after a renounce, may, if it be corrected, withdraw his card and, without penalty, substitute another; if an opponent have led to the next trick, that lead may be changed.

REVOKE PENALTY

46. The revoke penalty for either side is:

Two tricks for its first revoke;

One trick for each subsequent revoke (if any).

These tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and may assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full bonus values. If they make the total twelve or thirteen tricks for either side, they carry the proper slam bonus. If the con-

tract be doubled or redoubled, they count at the doubled or redoubled value in the trick-score of the Declarer, and carry their full bonus (if any) in the honor-score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, surrendering all it has pays the penalty: if it have no trick, there is no penalty.

TIME LIMITATION OF REVOKE CLAIM

47. No revoke penalty may be claimed after the next ensuing cut; nor, if the revoke occur during the last hand of the rubber, after the score has been agreed upon; nor, if there have been a draw for any purpose in connection with the next rubber.

CLAIMING TRICKS

48. If Declarer claim the remaining tricks or any number thereof, either adversary may require him to place his cards face up on the table and to play out the hand. In that case, Declarer may not call any cards either adversary has exposed, nor refuse to trump a doubtful trick when able to do so, nor take any finesse unless:

(*a*) He announces his intention to do so when making his claim; or

(*b*) The adversary on the left of the finessing hand had refused the suit before the claim was made.

CONCEDING TRICKS

49. (*a*) Declarer may concede one or more tricks unless Dummy promptly objects; but if Dummy have

intentionally seen a card in the hand of a player, he may not object. If, after a concession by Declarer and before objection by Dummy, an adversary face his cards, they are not exposed.

(*b*) Either adversary may concede one or more tricks to Declarer, unless the other adversary promptly objects; but if the conceding adversary face his cards, they are exposed.

GAME

50. A game is won when one side makes a trick-score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out, and all points won are counted, whether or not they are needed to make game. No trick-points are carried over from one game to the next; each side starts a new game with a trick-score of zero.

RUBBER

51. (*a*) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side which has won two games adds a bonus of 250 points to its honor-score. The side then having the greater total of points wins the rubber.

(*b*) When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, 125 points being added to the honor-score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

(*c*) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after an agreement, a player leave before the specified time, and in either case fail to appoint an acceptable substitute, the opponents have the right to consult and decide whether the score of the unfinished rubber be canceled or counted as in (*b*).

SCORING

52. (*a*) Each side has a trick-score, in which are recorded only points earned by winning odd tricks; and an honor-score, in which all other points are recorded.

(*b*) At the end of the rubber, the total points of a side are obtained by adding together its trick-score and its honor-score, including the 250-point bonus if it have won two games. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(*c*) A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

(*d*) A proved error in the trick-score may be corrected at any time before the next auction begins: or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

(*e*) A proved error in addition or subtraction may be corrected whenever discovered.

CONSULTATION AND SELECTION OF PENALTIES

53. Laws that give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(*a*) If either partner suggest or name a penalty, he is deemed to have selected it.

(*b*) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(*c*) If either say (in effect): "Which of us is to select the penalty?" the penalty is canceled.

(*d*) A proper penalty once selected may not be changed.

(*e*) If a wrong penalty be selected, the selection must be corrected upon request of either opponent.

(*f*)If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(*g*) A reasonable time must be allowed for the selection of a penalty.

(*h*) If, instead of exacting a penalty at the proper time, either opponent of the side in error declare or play, no penalty may be exacted.

INFORMATION

54. (*a*) During the auction, information must be given concerning its details; but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the auction, except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be told the final bid, and whether it was doubled or redoubled; but no information may be given as to who doubled or redoubled.

(*b*) Any player (except Dummy) may, before a trick is turned and quitted, demand that the cards so far played be indicated by their respective players; but should either adversary, in the absence of such demand,

in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(*c*) Either adversary, but not Dummy, may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call a lead when it next becomes an adversary's turn to lead. Any such reference by Dummy may be similarly penalized by either adversary.

(*d*) If, before or during the auction, a player give any unauthorized information concerning his hand, his partner may be barred from further participation in the auction.

ETHICS AND ETIQUETTE

Offenses against the ethics and etiquette of the game are unpardonable, as they are not subject to prescribed penalties. The only redress is to cease playing with those who habitually disregard the following:

1. Declarations should be made simply, without emphasis, and without undue delay.

2. A player who has looked at his cards, should not indicate by word, manner, or gesture, the nature of his hand; nor his approval or disapproval of a bid, double or play; nor call attention to the score.

3. A player should not allow any hesitation or mannerism of his partner to influence his own declaration or play.

4. If a player demand that the bidding be reviewed, or that the cards played to a trick be indicated, he

should do so for his own information and not to call his partner's attention to any bid or play.

5. An adversary should not lead until the preceding trick has been gathered; nor, having led a winning card, should he draw another from his hand before his partner has played to the current trick.

6. A card should not be played with emphasis, nor in such manner as to draw attention to it; nor should a player detach one card from his hand and subsequently play another.

7. No player should hesitate unnecessarily in his play, in order to create a wrong impression regarding his hand.

8. Dummy should not leave his seat to watch Declarer play.

9. Except when permitted by law, a player should not look at a trick that has been turned and quitted.

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PART SEVEN

GLOSSARY

Above the Line. See **Line.**

Advance. To make an overbid in the same suit. See **Raise.**

Adversary. An opponent of Declarer.

Adverse. By, or pertaining to, the adversaries.

Answer. To make a declaration called for, or suggested by, partner's previous declaration.

Approaching Bid. One designed to guide partner toward the most advantageous declaration.

Assist. To raise after an intervening adverse bid. See **Jump.**

Auction. (1) The part of the play which begins when the deal ends and ends when the four players pass on the first round or, after a bid, when three pass in succession. (2) Official name of the game under the 1920 code.

Auction Bridge. Official name of the game under 1926 code.

Balance of Strength. When two strong hands are opposed to each other, the remaining high cards are called the "balance of strength." The balance of strength may all be in one hand or may be divided between two.

Below the Line. See **Line.**

Best. See **Master Card.**

Bid. The naming of a suit, or No Trump, together with a number of tricks, to signify the number of odd tricks the bidder will undertake to win if he get the contract.

Bidding to the Score. Modifying one's bid in cognizance of a score advanced beyond love. See **Love Score.**

Big Slam. See **Slam.**

Blank Suit. A suit of which a player had none dealt to him.

Blind Lead. Initial lead.

Block. (1) To hold up the master card of the opponents' suit. (2) To fail to **unblock** partner's suit.

Bonus. Points for winning the rubber, making a doubled contract, etc.

Book. (1) Declarer's first six tricks. (2) For Adversaries, the amount of Declarer's bid subtracted from seven.

Border-line Bid. One which is made on no more than minimum strength.

Bridge. (1) Popular unofficial name of Auction Bridge. (2) An earlier form of the game in which there is a Dummy but no bidding.

Business Double. One made primarily for the purpose of doubling the value of undertricks. See **Informatory.**

Business Pass. A pass which indicates to the partner, who has made an Informatory Double, that the existing declaration will be remunerative.

Bust. A hand devoid of trick-taking possibilities, or nearly so.

Call. Bid.

Calling a Card or a Suit, etc. As a penalty, the privilege of compelling an opponent to lead or play a certain card, or from a certain suit, or to play his highest or lowest, or to win or lose the trick.

Camouflage Declaration. One which does not disclose the make-up of the player's hand.

Candidate. One who has signified his desire to become a member of a table.

Cards. See **Pack.**

Cash. To lead one or more winning cards; usually, to lead all one's winning cards; to run.

Chicane. A hand void of trumps. (Has no legal significance.)

Choice of Packs and Seats. The privilege, granted to the drawer of the highest card, of choosing the pack he wishes to deal and selecting his seat at the table.

"Claiming the Rest." Showing the remainder of one's hand as proof of ability to win the remaining tricks.

Closed Hand. Declarer's cards. See **Open.**

Combination Finesse. A finesse in which both hands participate. See **Finesse.**

Command. (n) The highest remaining card of a suit. (v) To hold that card.

Complete (Pack). Correct.

Complete Table. One having six members.

Consultation. Conference between partners regarding the selection of a penalty.

Continue (a suit). To lead the same suit again after winning a trick in it; to resume the lead of a suit after regaining the lead.

Contract. An agreement, subject to penalty in case of failure, to

win a specified number of tricks with a given trump or at No Trump. See **Bid.**

Contract Auction. A form of the game in which only the number of odd tricks bid may be scored below the line. (Unofficial.)

Convention. A practice in declaration or play which has some generally-understood special significance.

Conventional. A term applied to declarations and plays which depend for their validity upon some generally-understood special significance.

Correct Pack. See **Pack.**

Coup. A brilliant play. **Grand Coup.** The playing of a superfluous trump on partner's winning card.

Cover. To play a card higher than any previously played to the trick.

Cross Ruff. See **Ruff.**

Cut. Separating the pack and putting the bottom portion on top for the purpose of changing the order of the cards.

Cutting Out. A name formerly given to drawing cards for the purpose of deciding who are to play in the next rubber.

Danger Hand. The adverse hand from which a lead would be more disadvantageous to Declarer than a lead from the other adverse hand.

Deal. (n) The play which begins after the cut and ends with the distribution of the cards; improperly, the hand. (v) To distribute the cards.

Dealer. He who distributed the cards.

Declaration. A bid, double, pass, or redouble.

Declare. To bid, double, pass, or redouble.

Declarer. He who gets the contract and plays the combined hands.

Defeat the Contract. By the adversaries, to win enough tricks to prevent the winning by Declarer of the number of odd tricks bid by him.

Denial Bid. A shift of declaration made to show lack of support for partner's initial bid.

Denomination. The rank or value of a card; as, Ace, Jack, Seven, Deuce, etc.

Discard. To play a card which is not of the suit led and which is not a trump.

Discouragement Card. A low card which will not look like the beginning of a signal. See **Encouragement.**

Double. A feature of the declaration by which the value of tricks is doubled. See **Business, Informatory, Redouble.**

Double Chicane. Chicane held by partners simultaneously.

Double Ruff. See **Ruff.**

Double Tenace. See **Tenace.**

Doubleton. An original holding of two cards of a suit. See **Singleton.**

Down and Out (lead). The opening lead of leader's highest card of the suit, followed by the lead (or play) of the next lower, etc.

Draw. Pulling cards from a spread pack to decide who is to deal, who are to play the rubber, etc.

Duck. To play a losing card when holding one (of the suit led) which might surely or possibly win the trick.

Dummy. (1) Declarer's partner. (2) Dummy's cards.

Duplicate Auction Bridge. A form of the game in which the hands are played more than once (*i. e.*, overplayed).

East. In conventional diagrams, the player at dealer's right.

Elimination. Tactics by which Declarer forces a lead from an adversary after exhausting the hand he is to lead up to of one or more suits.

Encouragement Card. A high card played or discarded on the first round of a suit to show partner the beginning of a signal.

Entry at Table. Determining by the draw who are to be members.

Entry Card. See **Re-entry.**

Established Suit. One in which the holder can take the remaining tricks if it be led.

Etiquette. Rules without legal penalties.

Exposed Cards. Cards the faces of which are shown contrary to the Laws.

Face Cards. King, Queen, Jack.

Faced (card). One placed with face upward or outward when only its back should be shown.

Fall of the Cards. The order in which played.

False Card. To play or lead a card unconventionally for the purpose of deception.

False Cut. A cut improperly or illegally made.

False Draw. A draw improperly or illegally made.

Final Declaration. The last bid; the contract.

Finesse. To play the lower card of a tenace; or (see **Combina-**

tion Finesse) to lead a lower touching card toward a higher (but not touching card) and to play under the card led.

First Hand. See **Hand.**

Fit. A bid "fits" partner's hand when partner's cards furnish support for it.

Flag Flying. Assuming a losing contract for the purpose of preventing an adverse game.

Following Suit. Playing a card of the suit led.

Force. To lead a card which another player must trump to win.

Forced Bid, Lead, etc. One which some previous feature of the bidding or play has rendered expedient or necessary.

Fourchette. The cards next higher and next lower than the card held, led or played by the opponent to the right.

Fourth Best. The fourth highest card which a player originally held of a suit. When the fourth best is led initially, its denomination subtracted from eleven shows the number of higher cards out against the leader. This is called applying the **Rule of Eleven.**

Fourth Hand. See **Hand.**

Freak (deal or hand). One in which the distribution of the cards is abnormal.

Free Bid. One not influenced by any previous declaration.

Free Double. The double of a bid which, if successful undoubled, would score game.

Fulfilling Contract. By Declarer, winning at least the number of odd tricks called for by the contract or final declaration.

Game. A score of 30 points or more in the trick score, made in one or more deals.

Game All. One game for each side.

Game In (or Out). One game ahead of (or behind) the opponents.

Get In. To secure the lead.

Go Down. To be set.

Goulash. "Mayonnaise" combined with a large bonus for bidding and making a slam.

Grand Coup. See **Coup.**

Grand Slam. See **Slam.**

Guard. Card or cards which protect a guarded card or suit.

Guarded. Guarded card, card so accompanied by other cards of the same suit that it cannot be captured; guarded suit, one containing guarded card or cards.

Hand. (1) That which begins with the cut and ends when the last card is played to the thirteenth trick. (2) Cards held by a player. (3) Player's position, as "Second hand," "Fourth hand."

Higher Bid. One calling for more odd tricks; or, the odd tricks being equal, one naming a declaration of higher rank.

Holding Up. Refusing to play a winning card so as to use it on a later trick.

Hollandaise (also called **Mayonnaise**). An unauthorized device whereby sorted but unshuffled hands are stacked and then dealt five and three at a time.

Honors. (1) Ace, King, Queen, Jack, Ten of the trump suit; the aces when there is no trump. (2) Ace, King, Queen, Jack, Ten of any suit.

Honor-score. (1) Total of all points outside of trick points. (2) The place on the score sheet where all points are entered except those made by winning tricks.

Imperfect Pack. See **Pack.**

Imperfect Tenace. See **Tenace.**

Incomers. Members of a table who take the places of outgoers.

Incomplete (pack). Incorrect.

Incorrect Pack. See **Pack.**

Information. Exchange of details concerning bidding or play.

Informatory Double. One made to give information rather than to double the value of undertricks. See **Business.**

Informatory Pass. A pass made to indicate a preference (after the partner has bid a two-suiter).

Initial Bid. Original bid made by Dealer or Second Hand.

Initial Lead. First lead made by Senior.

Insufficient Bid. One which fails to specify either a declaration of higher rank, or a greater number of tricks, than that named in the last previous bid.

Invitation (bid). Suit-bid made to encourage partner to bid No Trump.

Jump. To raise partner's bid in the absence of an intervening adverse bid. See **Assist.**

Junior. Player at Declarer's right.

Kill. High cards in a suit are "killed" when they are led through and captured.

Killing. Severe defeat of a contract.

Knock (together). When both opponents are compelled to play unguarded high cards on the same trick, the high cards are "knocked together."

Large Slam. Grand slam.

Lead. To play the first card of a trick.

Lead From, Through, Toward, Up To. Any lead is "from" the leader's hand, "through" the hand on the left, "toward" the one opposite, and "up to" the one on the right.

Lead-directing Bid. One made to direct the partner in case opponents get the contract.

Leader. The first player to any trick.

Length. Four or more cards in a suit. See **Strength.**

Line. Points for tricks are entered *below* a horizontal line on the score card, while all other points are scored *above* that line.

Little Slam. See **Slam.**

Long Cards. Those remaining in a player's hand after all other cards of the suit have been played.

Long Suit. One in which a player originally held four or more cards.

Losing Card. One which cannot be made to win.

Love Score. Nothing scored.

Major Suit. Hearts or Spades.

Major Tenace. See **Tenace.**

Make: (a card) win a trick with it; (a suit) establish it.

Make Up the Cards. To shuffle the pack for the next deal.

Making Up a Table. Assembling four or more candidates and drawing for places at table, partners, etc.

Master Card. Highest unplayed card of a suit.

Mayonnaise. Same as Hollandaise.

Member. One of six players who constitute a complete table.

Minor Suit. Clubs or Diamonds.

Minor Tenace. See **Tenace.**

Mis-cut. False cut.

Misdeal. One characterized by some irregularity or illegality.

Mis-draw. False draw.

Mnemonic (memory) Duplicate. A form of Duplicate Auction in which the hands are overplayed (played again) by the same players.

Negative Double. Same as informatory double.

Net Points. The total points of the winners of a rubber minus the total points of the losers.

Net Score. Same as net points.

Non-Danger Hand. Hand opposite the danger hand.

North. In conventional diagrams, dealer's partner.

No Trump. A hand in which all suits are plain suits.

Nullos. An unauthorized, and now obsolete, form of the game in which points were scored for losing instead of winning tricks.

Obligatory Duck. Third hand holding second best of a suit, and knowing that Fourth Hand holds best, and that Partner does not hold third best, should duck card played on his right.

Obligatory Finesse. One which has 50% chance and cannot cost anything unless the singleton second best be on the left.

Odd Tricks. Tricks won by Declarer after he has won six tricks.

Open Hand. Dummy. See **Closed.**

Opening Lead. First lead of a suit (by any player). See also **Initial Lead.**

Opponent. Antagonist. See **Adversary.**

Original Bid. The first bid made.

Original Lead. Initial lead.

Outgoers. Those who draw low and sit out the next rubber.

Over, Under. A player sits "over" the player on his right, and "under" the player on his left.

Overbid. Any legal bid after the first bid.

Overcall. Overbid.

Overplay. See **Duplicate, Mnemonic.**

Over-ruff. To over-trump a player who has ruffed.

Pack. A correct pack consists of fifty-two cards, divided into four suits of thirteen cards, each suit containing one card of each denomination. An imperfect pack is one containing one card (or more) soiled, torn or in any way so marked that it may be identified from its back.

Partner. One of two players who constitute a side and have common interests.

Partnership. Two players who constitute a side.

Pass. To forego the opportunity to bid, double, or redouble. See also **Business Pass** and **Informatory Pass.**

Penalty. An advantage accruing under the Laws to one side by reason of a breach of the Laws by the other side.

Perfect Pack. See **Pack.**

Pianola Hand. One requiring little or no skill to play.

Plain Suit. Any non-trump suit.

Play. That which begins after the end of the Auction and ends when the Hand ends.

Player. One of the four members of a table who play the current rubber.

Playing to the Score. Planning the bidding or play of the hand with respect to an existing score and not as it would have been planned with score at love.

Points. Amounts scored. See **Net, Total.**

Post Mortem. Discussion of a hand after it has been played.

Pre-emptive Bid. A bid designed to shut out other bids.

Preference Bid. A bid made to show preference for one suit over another, rather than strength (in case partner has bid a two-suiter).

Progressive Auction Bridge. A form of play in which one-half of the players move from one table to another.

Protected Suit. One containing an Ace or guarded high card.

Push. To overbid for the purpose of inducing the opponents to assume a losing contract.

Quick Trick. A card (or combination of cards) which will win on the first or second round.

Quit. A card or turned trick is quitted when the player no longer touches it.

Raise. To advance partner's bid. See **Advance.**

Raiser. A strong suit, high card, singleton or the like which helps to justify a raise.

Rank of Cards. Their relative values in winning tricks and drawing.

Rank of Suits. Their relative values in drawing and bidding.

Re-bid. A second (higher) bid of a player's own previous bid.

Redouble. Double of a double.

Re-entry. A card which will take a trick and enable a player to regain the lead.

Refuse. To fail to follow suit. See **Renounce, Revoke.**

Renounce. To refuse when able to follow suit. See **Revoke.**

Rescue. To take out a partner whose bid seems likely to result badly, or to bid another suit after a partner's bid has been doubled.

Reverse Bids. An unauthorized, and now obsolete, form of bidding by which the rank of cards was reversed, Ace being low, and Deuce high.

Revoke. To renounce and fail to correct the error in time to avoid the penalty.

Round. Dealer's first declaration starts the first round of bidding; his second, the second round, etc.: the first lead of a suit starts the first round of that suit; the second lead of the suit, the second round, etc.

Rubber. Two games won by same side.

Rubber Game. The third game of a rubber.

Ruff. To trump a lead of a plain suit. A **Cross Ruff** occurs when each partner leads a suit which the other can ruff. See also **Over-ruff.**

Ruffing Out. Trumping the low cards of a suit before playing its high cards.

Rule of Eleven. See **Fourth Best.**

Run (a suit). When holding two or more winning cards of a suit, to lead them all.

S. O. S. (redouble). Redouble made to indicate weakness rather than strength.

Score. See **Net** and **Total.**

Score Sheet. Sheet on which all points are entered.

Seat. Place at table.

Second Hand. See **Hand.**

Secondary Bid. Bid made by player who has previously passed.

See Saw. A cross ruff.

Semi-Two-Suiter. A hand containing one 4-card and one 5-card suit, either strong enough for an initial bid.

Senior. Player at Declarer's left.

Sequence. Two or more cards in proximate relation as to denomination.

Set. To defeat (the contract).

Settling. Verifying the respective net scores of the two sides.

Shift. Bidding first one suit and later another.

Short Suit. One in which the player originally held three cards or less.

Shuffle. To mix the cards preparatory to dealing.

Side. Two players playing as partners.

Side Suit. A suit containing support for the suit being bid, or for the trump-suit.

Signal. An irregular but conventional play intended to convey information.

Simple Honors. Three honors. (Obsolete term.)

Singleton. An original holding of a single card of a suit. See **Doubleton.**

Slam (or **Grand Slam**). Winning thirteen tricks. See **Small Slam.**

Slam Game. An unauthorized form of the game in which an extra bonus is scored for slam when a slam is bid for.

Small Slam. Winning twelve tricks.

Solid Suit. One of such length and strength as to be practically sure of winning every trick in that suit.

Solus. A card is solus when it is a singleton.

South. In conventional diagrams, the dealer.

Spread. (n) A hand which Declarer can show in proof of his ability to win all thirteen tricks. (v) To "claim the rest."

Squeeze (score). When fractions of 100 points are counted as 100 or zero, the side which gains thereby is said to get the squeeze.

Squeeze Play. Leading winning cards until an opponent is compelled to unguard a suit by discarding.

Still Pack. The pack not being used in the deal or the play of the hand.

Stop. To prevent an adverse run.

Stopped (suit). Guarded.

Stopper. Card which will stop a suit.

Strength. High cards. See **Length.**

Strengthening Card. A medium card played to draw adverse high cards.

Substitute. A player who temporarily takes the place of another during a rubber.

Sufficient bid. One which is higher than the last previous bid.

Suit. The thirteen cards of a kind; Clubs, Diamonds, Hearts or Spades.

Suiting Out. (1) Elimination; (2) Ruffing Out.

Sure Trick. A card (or combination of cards) which must win a trick if the suit be continued.

Symmetry. The theory that a certain formation in one hand makes probable certain concomitant formations in the other three hands.

Table. A group of four, five or six members who furnish the players for a series of rubbers.

Take-out. The overbidding (in a different suit) of partner when no adverse bid has intervened. See **Jump.**

Tenace. A card with the next higher but one, or the next lower but one, of the same suit. Major tenace, Ace-Queen; Minor tenace, King-Jack; Double Tenace, Ace-Queen-Ten. **Imperfect Tenace.** Ace-Jack, King-Ten, etc.

Third Hand. See **Hand.**

Thirteener. Card remaining when twelve of the suit have been played.

Throwing the Lead. Playing a card which compels another player to take the trick.

Tierce. Three cards in sequence. Tierce Major, Ace-King-Queen; Tierce Minor, King-Queen-Jack.

Top of Nothing. Highest card of a holding which contains no card of that suit higher than the Nine.

Tops. Aces and Kings.

Total Points. Trick-score plus honor-score.

Total Score. Same as total points.

Touching Honors (or Cards). Two or more in sequence.

Trick. Four cards legally played, beginning with a lead.

Trick-score. (1) Total points won by odd tricks. (2) The place on the score sheet where points for tricks are entered.

Trick Value. Probable number of tricks which a given card or group of cards will win.

Trump Suit. A suit designated by the bidding to be so called; any trump is a winner as against any card of a plain suit.

Two-suiter. Hand containing two suits both strong enough for an Original Bid.

Unblock. Getting rid of high cards so as to avoid being left in the lead.

Under. See **Over.**

Underplay. To duck.

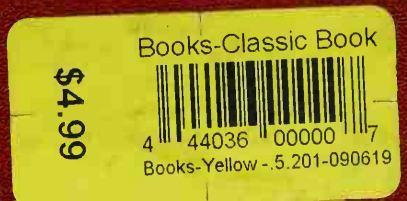
Undertricks. Those won by adversaries beyond their book.

Void (of). Holding none of (a suit). See **Blank Suit.**

West. In conventional diagrams, the player on dealer's left.

Winning Declaration. Final declaration.

Yarborough. A hand which contains no card higher than a Nine.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